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YOUR SINCLAIR

JANUARY 1990
NUMBER 49
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A COMPO ON EVERY PAGE!*

*Nearly

Nearly 30 Big Christmas Reviews!

SMASH TAPE No 26



Win ten copies of *Turbo Outrun* from US Gold!

1. *What type of car do you drive in Outrun?*
a) A Ferrari Testarossa
b) A Lambourgini Countach
c) A Sinclair C5 and sidecar

Pretty much a doddle! Just don't spare the 'horses' on your way to page 98 to run over some answers with us. (Vroom!)

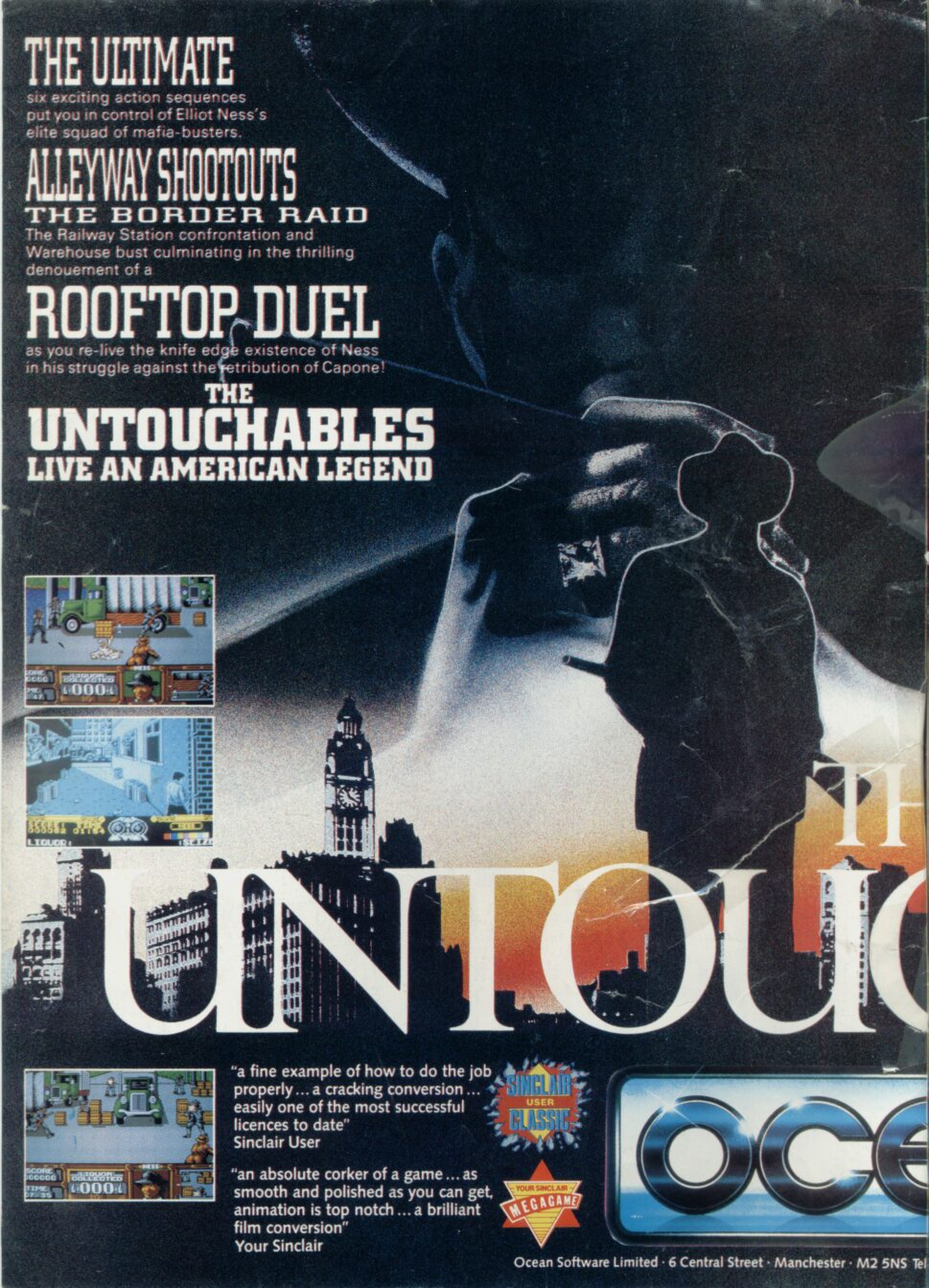
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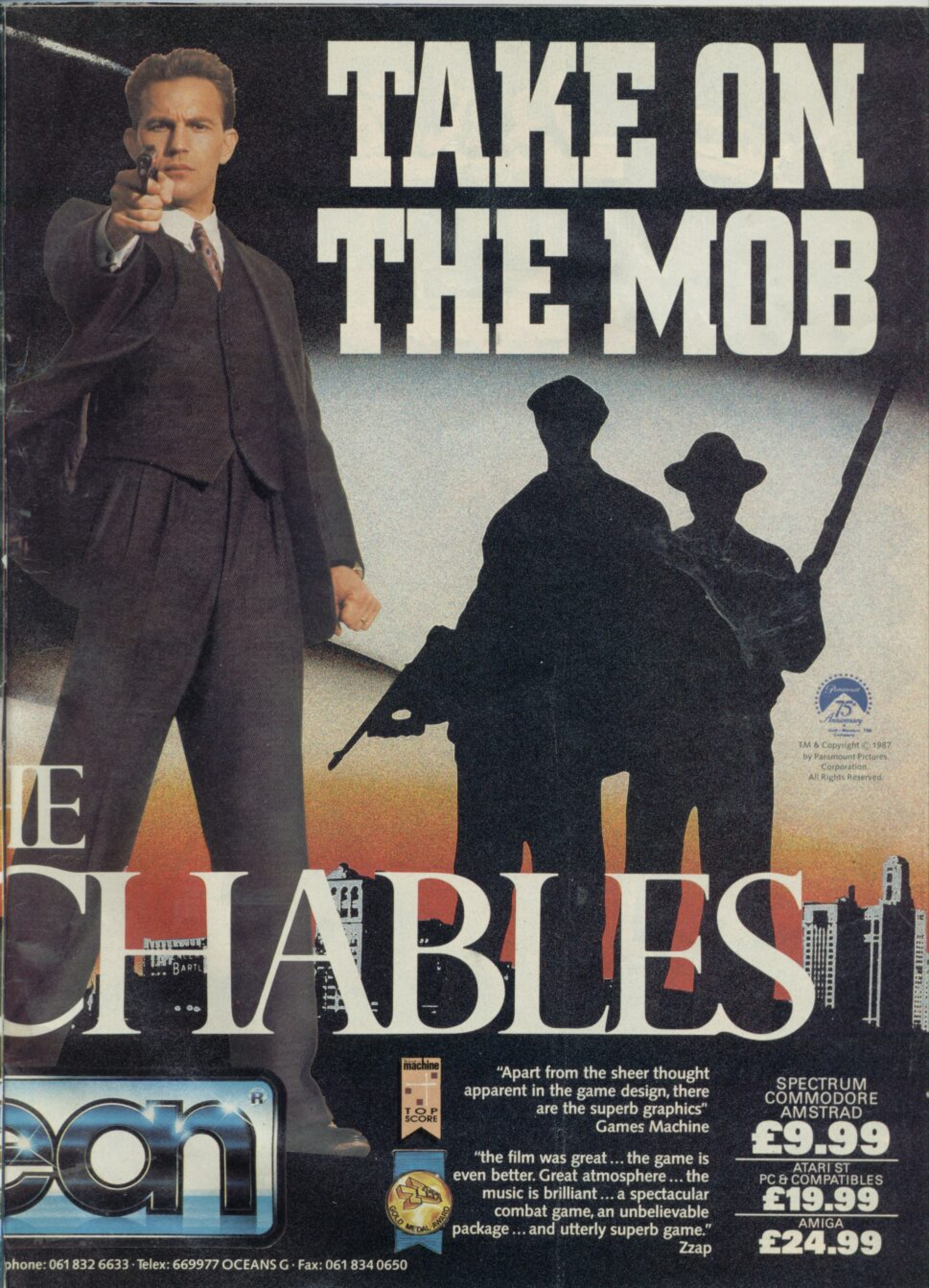
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FANTABULOUS CHRISTMAS ISSUE!!!



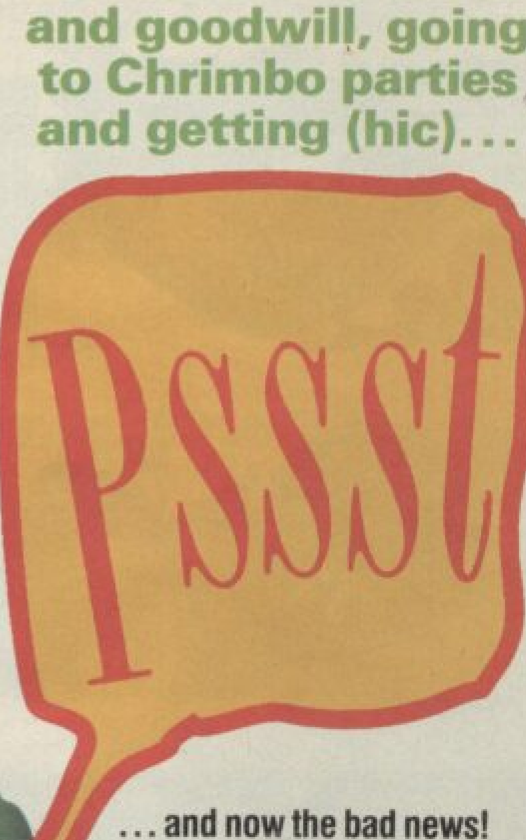
14



Small Santa Shocker!

How does Santa manage to negotiate those really small terracotta chimney pots? The answer — he's incredibly small! Check this photographic evidence! Word has it that he's getting smaller all the time — small enough to fit into your Speccy, in fact! This is thanks to Alternative Software, the budget arm of Again Again, who's released *The Official Father Christmas* computer game priced at £2.99. The people who brought *Postman Pat* to the Speccy tried to tell Pssst that this was the first Christmas Speccy game. "What about that classic *YS* Smash Tape game *Moley Christmas?*" we cried. Well, it'll be the first Speccy Santa game at any rate! Furthermore, it being the season of goodwill and all, proceeds from the sale of the game will be going to the Save The Children Fund. We hope that Father Christmas' wife Mary puts in an appearance. (*Mary? Ed*) Mary Christmas!

Hurrah! It's Christmas time again! Everyone's full of festive cheer and goodwill, going to Chrimbo parties and getting (hic)...



First the bad news..

Our Jack! She's off!! She dressed up as Alice in Wonderland for a Megacompo! She had her face missed off the *Jaws* review! She played Siobhan in the last *YS* Photo Love Story! She's incredibly tall! She single-handedly beat the rozzers at Combat Zone! Yep, Jackie 'The Lad' Ryan has had a pretty illustrious career here at *YS*, but sadly all good things must come to an end 'cos now she's leaving us! (Sniff!)

This month, for one issue only, she's nipped over to our sister mag *Zero* for a brief spot in the editor's chair, but after that she's off for good! There is a spot of good news though. Even though Jack's new job (Dep Ed on teen mag *Just Seventeen*) will have more to do with pop and boyfriends than good old Speccies she's promised to keep doing the odd review for us. *"Your Sinclair* is still my favourite magazine in all the world," she says. Hurrah!



... and now the bad news!

In the meantime we've got a new Dep Ed here at *YS*, and who could it be but our very own... David 'Whistlin' Rick' Wilson!! We asked our resident pop star to comment, but he was out. Touring.

Spook Chrimbo 'Fact' No 1 The world's largest Christmas pudding ever made weighed in at 1390kg or 3064.37lb! (That's the equivalent weight of 1532.185 bags of sugar, fact fans.) It took 23 days for an Australian company to make, but only two minutes and 26 seconds for Snouty to eat! (*Well, the first bit's true, anyway! Ed*)





It's Friday (or thereabouts), it's five to five (approximately) and its *Cracker Fact!* (That's Spook Chrimbo 'Fact' No 2.) If you were around in the 1840s, how many Christmas cards do you think you would receive? Absolutely zilcho!! Well, unless, that is, you happened to know Sir Henry Cole. He sent the first Christmas card in 1843! Otherwise you'd have to wait until 1862, when the annual exchange of Chrimbo greetings cards became 'the done thing'.

MAKE YOUR OWN PSSST CHRISTMAS CRACKER

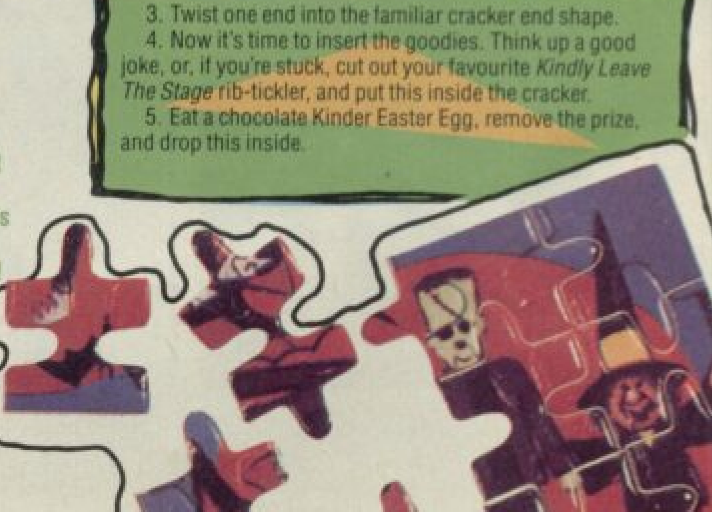
As these sensible people on *Blue Peter* always know, you can't beat something you've made yourself. Not only do you end up with that personal touch, but you also save yourself a pretty penny in the bargain! Hear hear, we cry! So here it is, the Pssst Chrimbo Cracker!



1. Take the inside from a toilet roll and place it carefully on the middle of a piece of brightly coloured paper (perhaps you could stick two *YS* double pages together).
2. Cut around the toilet roll inside so as to allow enough paper to completely roll around it, and to overlap each end by three inches.



3. Twist one end into the familiar cracker end shape.
4. Now it's time to insert the goodies. Think up a good joke, or, if you're stuck, cut out your favourite *Kindly Leave The Stage* rib-tickler, and put this inside the cracker.
5. Eat a chocolate Kinder Easter Egg, remove the prize, and drop this inside.







Win ten copies of Gremlin's *Footballer Of The Year II* and ten beautifully crafted and extra colourful Gremlin mugs!

2. *What do you normally wear on your feet when indulging in a spot of footie?*
a) Slippers
b) Ice skates
c) Football boots

Run along to page 98 and boot down your answers.

SAM Coupé! It's a bloomin' miracle!!

How long does it take to program your average top notch Speccy game, say *Strider* from US Gold? The answer, as you might expect, is months and months and months. And how long does it take to put together the SAM version? Would you believe, two weeks!!? Blimey! How can this be possible, we asked? "Simple", said a spokesperson from US Gold. "If, as with *Strider*, we've already produced a game across all the popular formats, all we have to do is simply take the code from the Speccy version and the graphics from the ST and sort of mix them together. This should take one bloke about two weeks at most, and then all we have to do is make up some special boxes with 'SAM Coupé version' printed on them and we're laughing! Simple! We only have to sell six Coupé games and we're in profit!" We think he's exaggerating a little with that last bit, readers, but, even so, it's all pretty remarkable, isn't it?

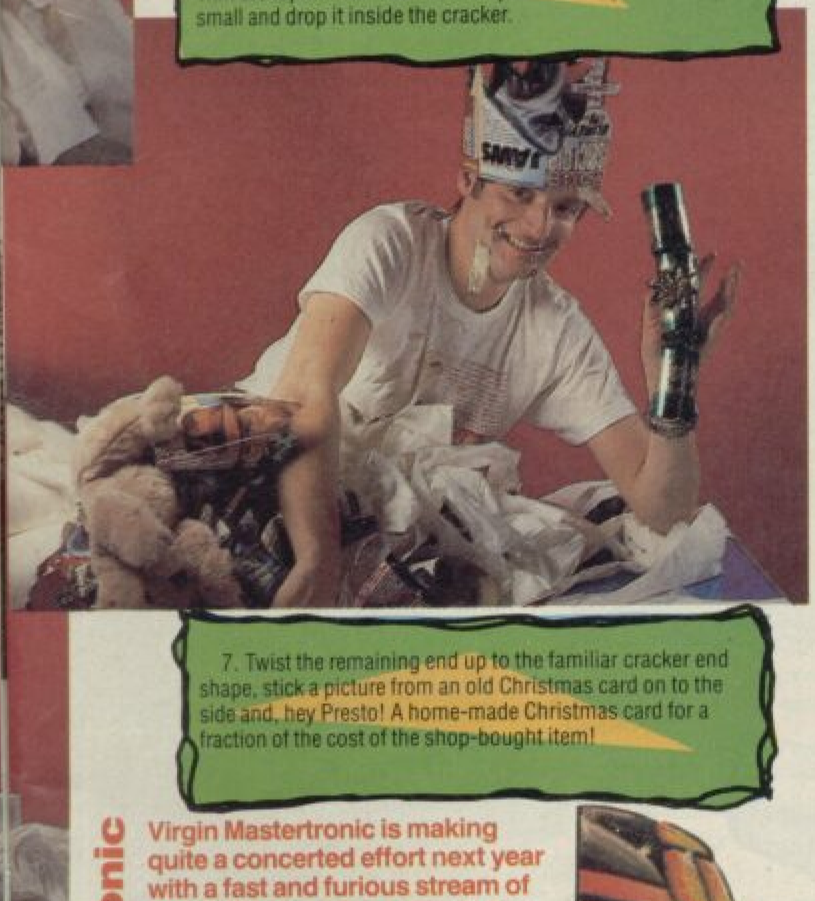
Chrimbo Tea Leaf

Christmas time usually provides a bit of a boom for the burglary business, so you'd be wise to make sure your valuable Speccy is safe and secure. Here is a device to do just that. It's an Audio And Video Anti-Theft Alarm from Daventry-based Homeguard UK Limited. It works on an electromagnetic current sensing strip which detects the absence of electrical power. Place it on your Speccy mains lead, and if any evil felon unplugs it they will be aurally assaulted by a 45 minute ear piercing alarm! Yikes!!





6. Make a hat. Again, some bright and colourful *YS* double page spreads could come in handy here. Stick them together, measure them round your head, add another inch (since they're always too big), and then stick them together. Trim the top so that it's crown shaped, fold it up so it's very small and drop it inside the cracker.



7. Twist the remaining end up to the familiar cracker end shape, stick a picture from an old Christmas card on to the side and, hey Presto! A home-made Christmas card for a fraction of the cost of the shop-bought item!

Mega City Mastertronic



Virgin Mastertronic is making quite a concerted effort next year with a fast and furious stream of comic licences. First there's *Dan Dare III* (Megapreviewed this issue), closely followed by a new *Judge Dredd* game (said to be much better than the Melbourne House effort from ages back) and Marvel Comics' *The Silver Surfer*. Then there are the two humorous licences, *Monty Python* (programmed by Core, based on the films and TV show, and promising to be 'completely different'. Ahem) and *Viz*, modelled on the (incredibly rude) cult comic. It'll be 'the dog's rude bits', apparently.



TOP TEN GAMES

In our ever-continuing struggle to bring you the best service in Speccydom, we've brought you a different chart this month. It's been compiled for us by the Virgin Games Centre on Oxford Street, and, basically, it'll be much more up-to-date when you read it. So here goes...

Full Price

This Month	Game/ Publisher
1	*Power Drift*/Activision
2	*Continental Circus*/Virgin
3	*Batman '88*/Ocean
4	*Tusker*/System 3
5	*Laser Squad*/Blade
6	*Strider*/US Gold
7	*Dynamite Dux*/Activision
8	*Super Wonderboy*/Activision
9	*Altered Beast*/Activision
10	*Cabal*/Ocean

Now let's try and predict the best-selling budget games on the Speccy, by consulting Centresoft's Top Ten budgets currently being shipped to the stores...

Budget

This Month	Last Month	Game/ Publisher
1	8	*Batman 3D*/Hit Squad
2	7	*Top Gun*/Hit Squad
3	6	*Enduro Racer*/Hit Squad
4	(NE)	*Hyper Sports*/Hit Squad
5	5	*MIG 29*/CodeMasters
6	(NE)	*Street Figher*/Kixx
7	10	*Scooby Doo*/Encore
8	(NE)	*Rolling Thunder*/Hit Squad
9	3	*Yie Ar Kung Fu*/Hit Squad
10	(NE)	*Operation Gunship*/ CodeMasters

Tizers

• Those nice people at Domark have yet another Atari coin-op conversion lined up for their Tengen label in 1990. It's *S.T.U.N. Runner*, a futuristic racing game in which you fly down twisting, convoluted tunnels, blasting anything and everything that gets in your way. The arcade original had impressive polygon-generated 3D graphics, secret warps to higher levels, and various weapon options ranging from invincibility shields and temporary extra speed to 'shockwaves' which whizz down the tunnel and destroy everything in their path. Quite how well all this translates to the humble Speccy we'll have to wait until February to find out.

• After, ooh, at least six months' silence, Thalamus is getting ready to release a whole batch of new stuff. First up we'll see *The Search For Sharla*, but that'll soon be followed by *Mindroll* (*Quedex USA*), a labyrinthine ten level puzzle game at £9.99 cassette and £14.99 disk, and then the Spectrum version of the C64 shoot-'em-up *Armalite*. Plans go a bit vague after that, but the idea is to have a regular flow of product flowing throughout the New Year.

• System 3 seems to have hit on a neat little moneyspinner — *Last Ninja II* The Remix Edition! Essentially what this means is it's given the game back to the original programmers, got them to update the graphics, beef up the sound, add extra puzzles and generally make it all a bit niftier, then flog it again in slightly upgraded packaging. Devious stuff eh? Mind you, we'll have to wait 'til next Xmas to see it.

• Another sequel worth waiting for is Realtime's follow-up to the mega-successful *Carrier Command*, this one being a 3D graphic tank adventure. *Battle Command*, as it's known, will be brought out on 16-bit formats in March, with 8-bit versions to follow soon after. We don't know many more details yet, except that they say it will be faster and have more features than the original. Oh yes, and it's being published by Ocean, which seems to have its fingers in every pie at the moment.

CHRISTMAS COMPO YS

Win ten of EA's well trendy sweatshirts!

3. *"EA's" is an anagram of...*
a) A small domestic animal
b) Something large and wet
c) A famous world leader

EAsy? If so, then give us your answer on page 98.



Pssst



A Christmas Special
Trainspotters Throughout History

A Series In Conversation With The World's Greatest Trainspotters

No 9832867 The Queen.



Hello, I'm the Queen. You've probably seen me on TV or on your stamps. In my position, one is required to do a great deal of train-spotting. Usually it's the Royal Train though, so I've obviously spotted that one quite a few times. In my younger days I had to attend many train 'launching' ceremonies which is probably where my great love of spotting originated. Of course, being a monarch does give me the edge over most common spotters. I mean, if I was to miss a vital high speed train as it shrieked past Sandringham, I could call the nearest station down the line, give the royal decree to hold the train for five minutes, and then have my chauffeur high tail me over there in the limo, with a biro and my A5 spiral notebook. I've even had Fergie on the case, buzzing a fast-moving Deltic locomotive in her helicopter. Anyway, must be going now, I've got my Christmas speech to write. Merry Christmas to all *YS* subjects everywhere!





Dragon Breath

Boyoboyoboy! Looks like there'll be some pretty nifty horizontal scrollers coming our way soon. And one of those has got to be the IREM coin-op *Dragon Breed*, a licence recently picked up by Activision. This was 'sort of' IREM's sequel to *R-Type*, and features a similar depth of gameplay within the standard horizontal scroller format, but with very different graphics. Here everything is much more organic and reptilian-looking, and instead of a space ship you control a little man riding a dragon. The dragon is a brilliant sprite, curling all over the place and pretty much indestructible, whereas the smaller rider is, in fact, quite vulnerable and has to be carefully protected. Though it won't be ready until Autumn 1990 (probably) it should be well worth waiting for. After all, who could forget the excellent job Activision made of the Speccy *R-Type* a year ago?

Role Playing Games In 'Interesting' Shock!! ▶▶▶▶▶▶▶

Advanced Dungeons and Dragons fans should be thrilled to hear that *Dragons Of Flame*, a sequel to *Heroes Of The Lance*, is being originated in the UK even as we speak! It's a bit more action-orientated than yer average role playing adventure (which is fine as far as *YS* is concerned, 'cos we tend to get a bit bogged down with the 100% undiluted thing!) and comes complete with horizontally viewed action bits as well as *Times Of Lore* style bird's eye sequences. US Gold reckons it'll be ready early next year. Yippee!

Christmas? Isn't it a splendid time of year? Mind you, just think how many things could spoil your festive fun! What if all your presents are soft (socks, jumpers, acrylic scarves)? What if you're forced to hear The Queen's Speech? What if your Christmas crackers are a dead loss?

Well, Pssst can help you with the last of these dilemmas, 'cos here's the

YS Good Cracker Guide!

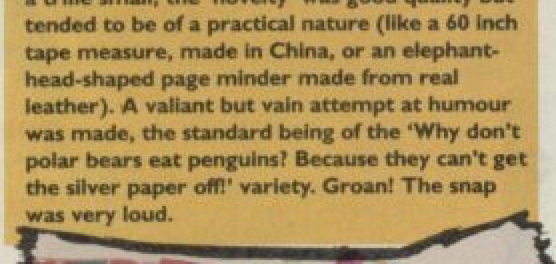


1. The St Michaels Collection, Marks and Spencer (£6.99 for six).
These are the Marks and Sparks normal variety (as opposed to the luxury type which are even more expensive!). They're a tad on the pricey side, but they are of a high quality. The hat was a trifle small, the 'novelty' was good quality but tended to be of a practical nature (like a 60 inch tape measure, made in China, or an elephant-head-shaped page minder made from real leather). A valiant but vain attempt at humour was made, the standard being of the 'Why don't polar bears eat penguins? Because they can't get the silver paper off!' variety. Groan! The snap was very loud.



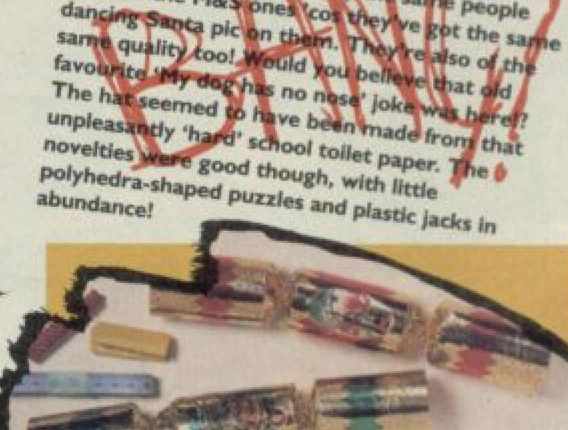
3. The Boots Collection (£3.75 for 12).
These are good value but suffered from quite a high rate of 'snap' failure. The jokes were obviously written by exactly the same people who did the M&S ones 'cos they've got the same dancing Santa pic on them. They're also of the same quality too! Would you believe that old favourite 'My dog has no nose' joke was here!? The hat seemed to have been made from that unpleasantly 'hard' school toilet paper. The novelties were good though, with little polyhedra-shaped puzzles and plastic jacks in abundance!

BANG!

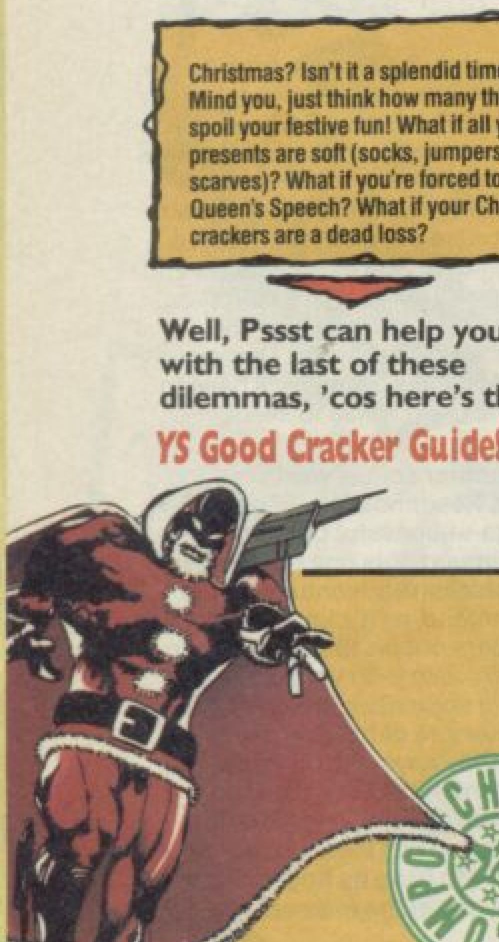


2. The Woolworth Collection (£2.49 for 12).
The cheapest of all the crackers we surveyed, but how did they rate? Let's have a pull, shall we? (Very loud BANG!) Yowch! We almost got first degree burns from these snaps! Different jokes, though. These were supplied by Help The Aged's Hector Club, but it appears that their machine for cutting out the jokes is a bit unreliable, 'cos some of the first lines were actually missing! The novelties? First out of the cracker was a very nasty green plastic hairbrush (for eyebrows, judging by the size of it). However, since these are the sort of cracker that hint at the possibility of Fortune Telling Fish, we liked them!

BANG!



4. The College Christmas Cracker Co Collection from a card shop (£2.95 for 12).
These were a bit of a snip pricewise, and the quality suffered accordingly. A loud snap and a blue plastic motorbike seemed about average. Would you believe it!? The joke was again obviously produced by exactly the same dancing Santa company! Even without the logo we'd recognise their distinctive style. ('It's raining cats and dogs! Watch out you don't step in a poodle!') Has the Monopolies Commission been told?

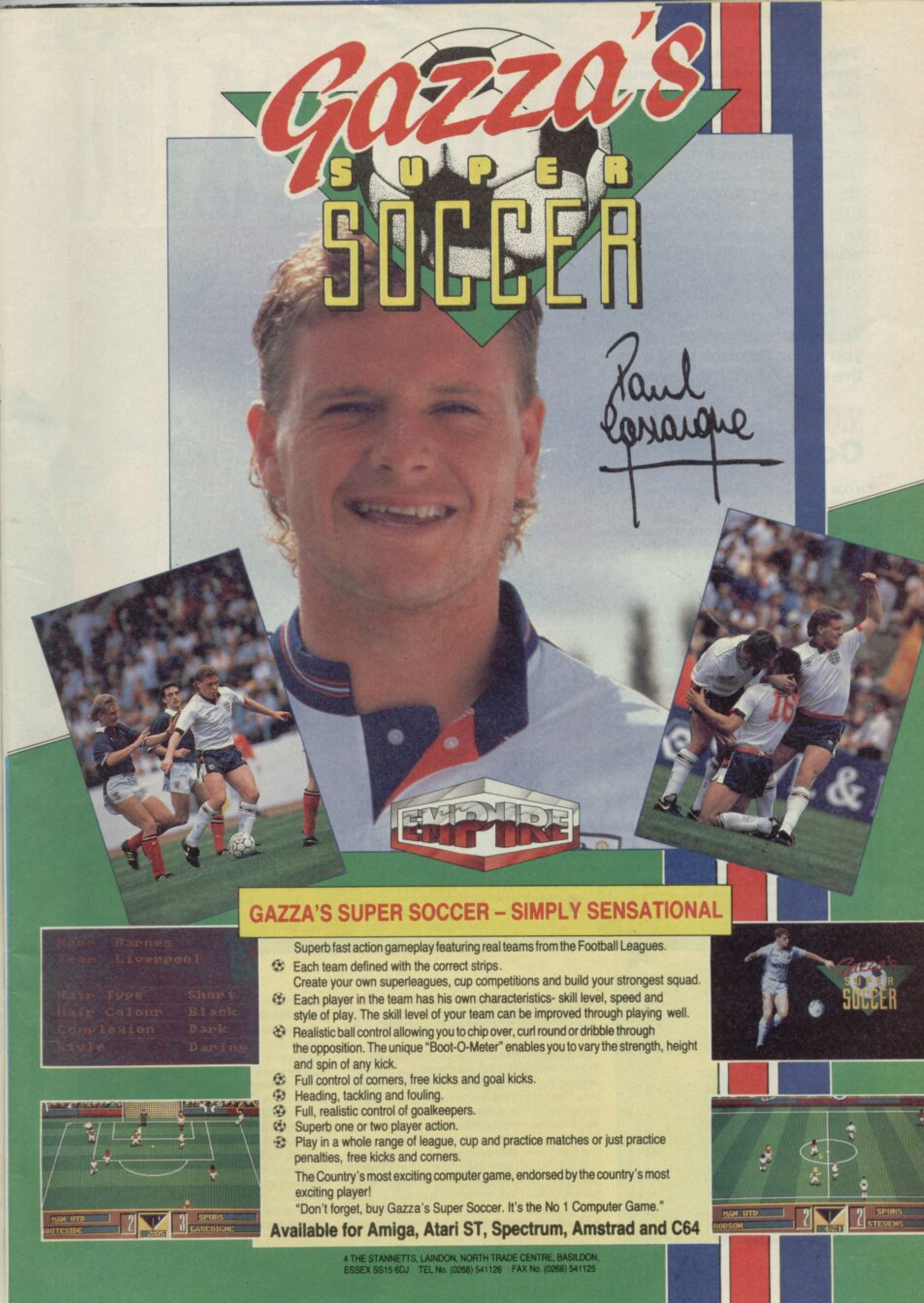


CHRISTMAS COMPO

Win ten copies of Hewson's *Christmas Collection* and five surprisingly warm Hewson T-shirts!

4. *Which seasonal story features Tiny Tim?*
a) *A Christmas Carol*
b) *Treasure Island*
c) *The Long, The Short and The Tall*

Collect your answer and take it over to page 98.

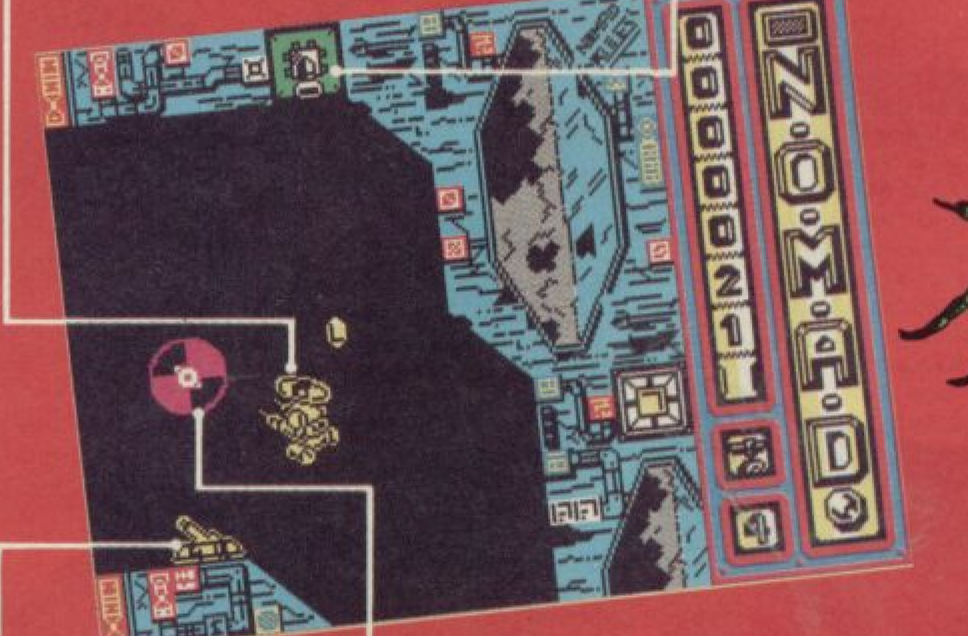

Gazza's
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SOCCER
Paul Gascoigne
EMPIRE
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Yep, it's that Smash Tape time of the mag again, and this month we've got a right pair of festive beauties for you. *N.O.M.A.D.* is a spiffy complete game from the Ocean back catalogue, and then there's *Bulbo And The Lizard King,* an excellent text adventure from Zenobi which we've been meaning to bring you for ages, but never quite got round to. But now we have! Hurrah!! They'll be enough to keep you going through well into the New Year (and beyond)!

N.O.M.A.D.

This is you, the little N.O.M.A.D. droid. Quite a neat little sprite, you can twizzle through all sorts of different angles. In fact, the way you move is quite characterful. Go forwards and you take on a bit of a 'head down determined' look, move into reverse and you look a trifle shocked. Or something like that, anyway. Check out the game to see what we mean.

Watch out for these guns lodged in the walls. They're all over the place, and they're deadly. (But not as bad as the heat seeking missiles, or the magnetic walls, or the 'robothugs' or...)



This is a switch to open a locked doorway. Fly over it to operate, though be warned! They're not always that reliable!

Uh oh. N.O.M.A.D.'s cruising along quite nicely now, but what's this up ahead? There's a doorway switch, that's for sure, but what's that wibbly round thing, eh? Whatever it is, it'll be up to no good, we'll be bound!

N.O.M.A.D. / Ocean

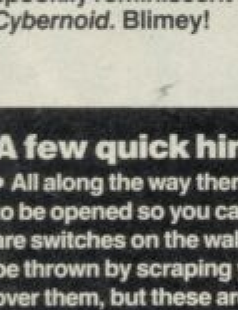
N.O.M.A.D. is an Ocean full pricey from the beginning of time. In it you play a N.O.M.A.D. 471 attack droid, on a mission to infiltrate and destroy Talos, a man-made asteroid packed to the gills with interstellar criminals and, in particular, one Cyrus T Gross, who is apparently 'the embodiment of all things criminal'. Yikes! Rather than scarpering pronto at the sound of all this (as any sensible droid would do), you set off from the space port through the slums to the city centre, then finally into the heavily guarded enemy HQ itself. All the while you have to cope with deadly missiles, automated defence systems and any other nasties the bad guys can think of to throw at you. In essence, it's four levels of flip screen shoot-'em-up adventure, all very colourful, extremely challenging and, in fact, rather spookily reminiscent of the world famous *Cybernoid.* Blimey!

A few quick hints

• All along the way there are doorways needing to be opened so you can proceed further. There are switches on the walls beside them which can be thrown by scraping your N.O.M.A.D. droid over them, but these are most unreliable and don't always do what they should. There are ways around this though (trial and error should see you right).

• When controlling your droid bear in mind the following points. For a start, your keyboard or joystick commands control the thrusters, so when you stop accelerating your droid won't just stop dead, but will slowly decelerate and eventually grind to a halt. Apply the brakes, and you'll obviously slow down quicker. (If you spin through 180° and then apply acceleration you'll decelerate too, and that way you'll also be able to fire at things chasing you. Give it a whirl.)

• Some of the walls you pass are magnetic and will draw you towards them, into the range of enemy guns and other traps, so be careful. Not only that, but suicidal 'robothugs' make kamikaze charges at you, guided missiles do their 'thang' and everything can quite quickly become very busy indeed! Not for the faint hearted!



CHRISTMAS COMPO!

Win a football signed by Emlyn Hughes plus ten copies of *Emlyn Hughes International Soccer* from Audiogenic!

5. Emlyn Hughes used to captain a team on which famous TV quiz show?
a) That's My Dog
b) A Question Of Sport
c) Family Fortunes

Dribble across to page 98 to fill in your answer.

BULBO AND THE LIZARD KING/Zenobi

Text adventures seemed to go down very well the last couple of times we ran them, so here's another for your delight and delectation. *Bulbo And The Lizard King* is a complete game, telling of the Hobbit-like quest of diminutive hero Bulbo as he tries to vanquish the evil Stratos, the Lizard King. Your first task is to choose your travelling companions from the selection offered you, but after that you're on your own – just follow the on-screen prompts. However, here are a few hints and tips to help you on your way...

• This is an adventure game, so you'll have to do a bit of learning as to which commands work and which don't. To recruit a member of your party try HIRE, SELECT or CHOOSE, to dismiss one FIRE. Once you've chosen your party of companions, just type PARTY, or even P, to display who's with you. Usual commands such as TAKE SWORD and EXAMINE DOOR will work, but so will more complex ones such as LOWER THE DONKEY DOWN THE WELL. Try more than one way of phrasing it if you get stuck.

• To move in any direction just type in NORTH or N, South or S and so on. In most cases IN will do if you want to enter a door.

• Bulbo's supply of gold isn't limitless, so be careful how many people you hire and fire.

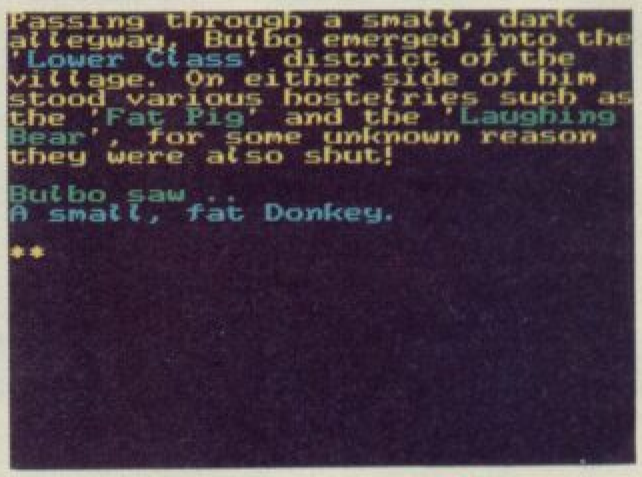
• You've got companions with you for a reason! If Bulbo can't do something, perhaps one of the

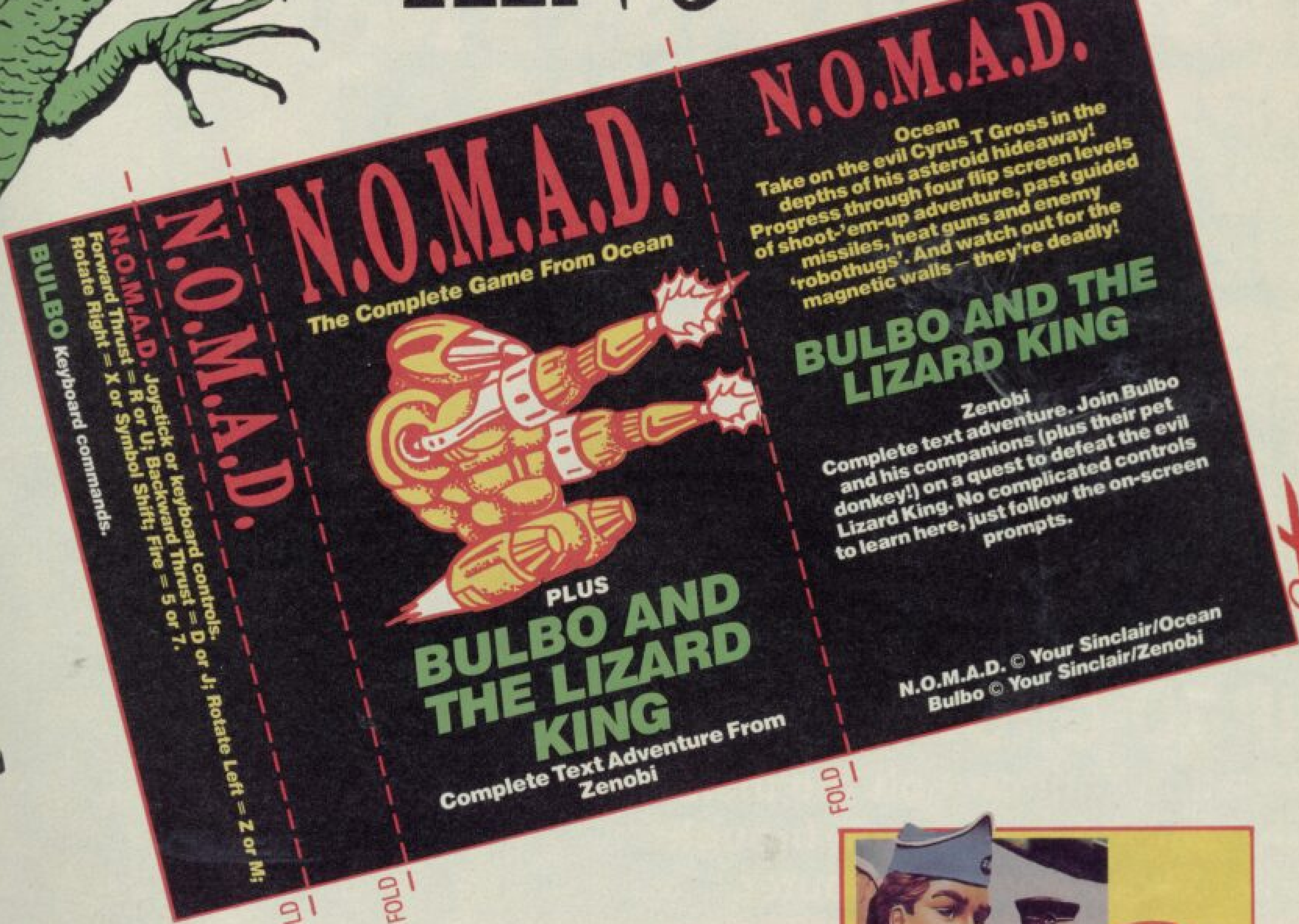


BULBO AND THE LIZARD KING



Take the donkey, Bulbo! Take the donkey! Even though you have to cart it around all over the place, you can't complete the quest without it. (Look down the alley to the SOUTHWEST of the market place if you can't figure out where to find it.)





others can. Try ASK THE ARCHER TO HELP or whatever to find out.

- To finish the game you'll need four companions with you (not counting the donkey!) so plan accordingly.
- With the commands RUSTIC ON and RUSTIC OFF you can swop between typefaces.
- Just to get you going, one of the first things you'll want to do is find the donkey. He's tethered down a dark alley to the SOUTHWEST of the market place. Bulbo needs to TAKE HOLD OF ROPE to get it to accompany him.
- *Bulbo And The Lizard King* was written by John Wilson of Zenobi Software. Write to him at 26 Spotland Tops, Cutgate, Rochdale, Lancashire OL12 7NX for more information on this or any of his other games.

TAPE TRUBBS

Uh oh! *N.O.M.A.D.*'s refusing to load! But don't despair! By all means, fiddle around with recording levels and so on to see if you can get it to go in (in all probability this will fix matters) but if it still refuses to work just follow this simple *YS* plan to cassette happiness.

Just pop the faulty item in an envelope (along with an sae to keep it company) and then post it to *YS* Tape Returns No 26 *N.O.M.A.D.*, Interceptor, Mercury House, Calleva Park Industrial Estate, Aldermaston, Berkshire RG7 4QW. A perfect working copy should find its way to you toute suite!!!



We've got five... four... three... two... one... um... well... actually ten copies of Grandslam's blockbuster *Thunderbirds* up for grabs!

6. *We all know about Thunderbirds 1, 2, 3, 4 and 5, but in the film, Thunderbird Six, what sort of craft was the new Thunderbird?*

a) A hot air balloon
b) A London bus
c) A biplane

Spiffing! Thunder on over to page 98 for the answers.


TAKE WHAT COMES...
& HIT'EM WITH DOUBLE
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Dan Dare III

YS MEGAPREVIEW

All the *Dan Dare* games have been pretty spiffy, but the word on the grapevine is that *Dan Dare III* is really special! *David 'Digby' Wilson* hopped into the Button Moon space ship and flew directly to Probe on the planet Croydon to investigate.

Almost two years have passed now since we Megagamed *Dan Dare II*. But now get ready for the third *Dan Dare* licence, this time from Virgin Mastertronic and called (there are no prizes for guessing!) *Dan Dare III*! It's been programmed by Probe Software, the guys responsible for the likes of *Trantor*, *Savage* and the forthcoming *Tintin* (which looks brilliant, but that's another story), and promises to be one of the most colourful and well programmed games we've seen on the Speccy for ages! In fact, it's so good it needs to be Treen to be believed! (*Mega-groan! Ed*)

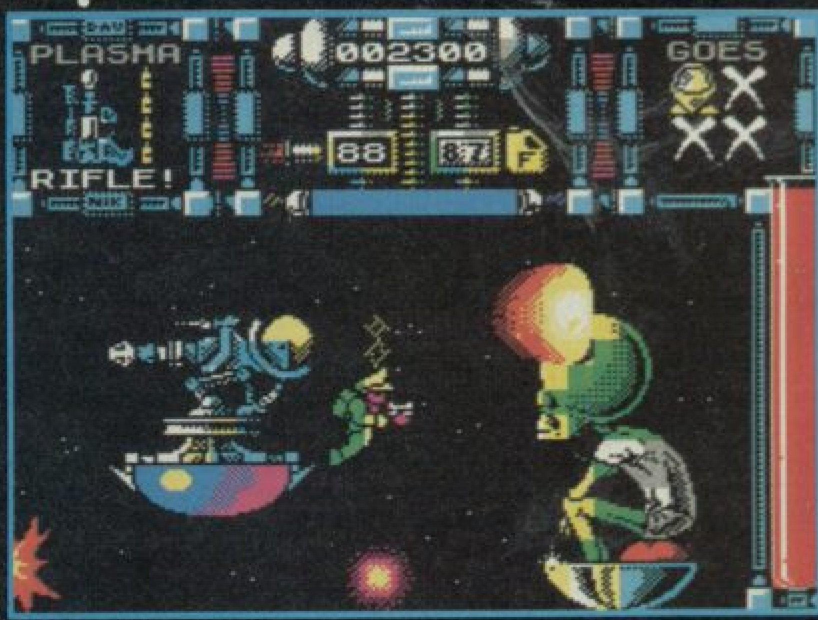
Once again, Dan is pitted against his old arch-enemy, the Mekon. Remember he tried to invade the Earth with an army of his Supertreens in *Dan Dare II*? Well, there's one thing you can say about the Mekon (apart from "He's green", or, erm, "He's bald", or "He's a nasty piece of work"), and that is he's persistent. Yep, he's still keen to have another go. So, in his giant satellite in orbit over Venus, his genetic experiments to build a better Treen have continued unrelenting ever since. He even managed to capture Dan as a specimen for 'Treenisation', but, fortunately for us, for the game, and for the whole world (!), our hero has escaped! He's also managed to find a space ship to whisk him home. But guess what!? It's completely out of gas! And that, as the French would say, is your sultana d'être. (*That's raison d'être you clot! Ed*) Er... sorry, anyway, this is your task — to find 50 pounds of rocket fuel so you can leg it back to safety. The fuel is deposited in jerry cans which are distributed across the five levels of the satellite. So guess how many levels there are in the game? You're wrong!! There are six! Ha ha! Caught you out! You see there's also the store level which is where the fuel dump and computer terminal reside.

In the tradition of the earlier games, this is an arcade adventure. Dan has to teleport between levels, trundling back to the store to refuel his jet pack and purchasing more stocks of weaponry and extra lives by hacking into the main computer. The more baddies you fry, the more power units you get with which to acquire the aforementioned supplies. You'll have to use a bit of strategy, deciding when to teleport back, and also what equipment to purchase.

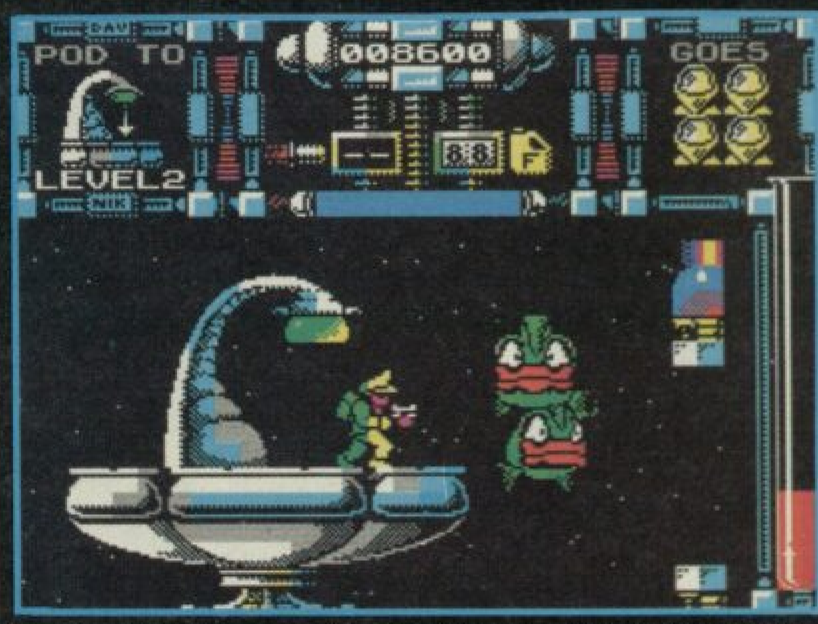
Mind you, there's also some stunning shoot-'em-up action! As well as a frightening array of hardware including nuke-'em-all smart bombs and bouncing bombs, Dan's trusty plasma rifle has three levels of fire power. As in *R-Type*, this depends upon the length of time you hold down the fire button. Full power emits a huge fireball, but watch as the recoil knocks Dan back a good few feet! Pitted against you are not only several giant projections of the Mekon himself, but also all the mutated results of failed Treenisation experiments from spooky, coloured fish to a giant baddie that bears a striking resemblance to Gonzo from the Muppets!

If you can handle this much colour, this much hardware, all manner of assorted meanies, and still keep that British stiff upper lip to the fore, then you could do much worse than to check out *Dan Dare III*. It sure is gonna be one brilliant mega blast arcade adventure when it hits the streets in January 1990!

Game	*Dan Dare III*
Publisher	Virgin Mastertronic
Price	£9.99 cass/£14.99 disk



Eeeek! It's the Mekon! And he looks about as friendly as a frisky stoat! A super blast from my plasma rifle will give him something to ponder on!



Just check out these graphics! Are they colourful or what!? Dan's been confronted by a gang of mutant fish! What about selecting a smart bomb?

Win 20 Navigator joysticks from those trigger happy dudes at Konix!

7. What do you call someone who competes in map reading and walking contests?

a) Arthur
b) An orienteer
c) A loony

Super! Find your way to page 98 and make a note of your answer.





Dan Dare — your Dad was probably bang into him when he was a lad, and what a hero he was, eh? Created by Frank Hampson, he starred in his own weekly strip in the original *Eagle* comic. This first saw the light of day in April 1950. In its heyday Dan had a huge following and kids could buy Dan Dare toy soldiers, Dan Dare watches, and a complete Dan Dare uniform! The character was even used to advertise products like Horlicks. *The Eagle* stopped being published in April 1965.





Uh oh! These creatures are really mean! I'd usually nuke 'em, but, just to show off my impressive arsenal, here are a couple of my bouncing bombs en route to creating a very colourful explosion!

Dan re-emerged, after a 12 year break, in the first issue of *2000AD* in March 1977. He'd been frozen in suspended animation (à la Buck Rogers and Captain America) and thawed out several centuries later. This was an attempt to explain his radically different appearance in the hands of artist Dave Gibbons (who later went on to fame for his artwork on the classic *Watchmen*). The minimal dialogue and excessive violence was to cause a national outcry led by a group of Welsh miners! This was a bit of a puritanical reaction, especially considering the way the Welsh play rugby, but the main objection was that the strip had nothing in common, except its name, with the original.



Here's Dan teleporting between levels. He'll need to stay within the square confines of the time tunnel if he wants to avoid damaging his space suit and losing loads of energy!

When *The Eagle* was relaunched in March 1982, Dan moved back to his former home (albeit tastelessly refurbished). At first he seemed the same as in *2000AD*, except he now sported a terrible red crew neck pullover, plus he'd regained his blond hair. This, too, failed to prove as popular as the original, and the current *Eagle* now features a Dan who looks remarkably similar to Frank Hampson's '50s creation. Despite trying to mimic the character and style of the original, that essential 'Britishness' is no longer there, and its original creator is not credited. Ho-hum.



Win ten original 100% cotton US baseball hats with the Accolade logo on! Wow!

8. *Which of these supercars isn't in* Test Drive II?

a) Ferrari F40
b) Porsche 959
c) Mini Metro

Race to page 98 and stamp on the anchors, 'cos if you're not careful you'll crash into the answers. (Screeeeeeeecchhh!)





Tap... tap...



tap... tap... tap...



fizzle fizzle... Sptang!!!

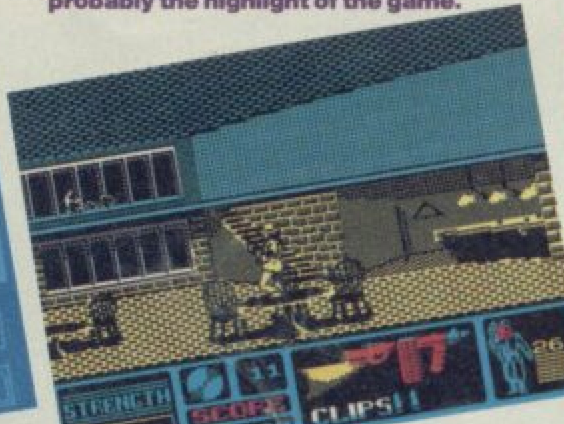
MOONWALKER

A)
Yep, that's Michael on his bike in full rabbit costume! Bizarre! The diamond things are the gems you have to collect and the baddie-shaped things are, erm, the baddies. All clear now?

B)
Jump for it, Michael! Honestly, we can't get over how violent this bit is, but Jacko approved it (personally, we're told) so it must be alright. Good job he did too, 'cos this fast scrolling *Op Wolf* clone is probably the highlight of the game.



A



B

US Gold/£9.99 cass



Matt Well, let's be honest about this, I wasn't expecting too much here. I mean, Michael Jackson, he might be a very 'talented performer' and everything, but he's a bit of a ... well, he's a bit 'funny', isn't he? And did you see his film?!!? Blimey! Words fail me. (Except for these ones, of course – "What a load of old crap!")

But (but! BUT!), having said all that, *Moonwalker* the game's actually not too bad. Or rather, it's really, really, really 'bad' (in Michael Jackson speak) which means 'quite good' to the rest of us. In fact, it's so 'bad' (meaning 'good') it's bloomin' terrible!

Quite how has this rather spooky state of affairs come about then? How can you take what even Katy, Sean, Zeke and Skipper the dog (Michael's pals in the movie) would admit was a pretty atrocious film and turn it into a half way decent computer game? Well, it's simple, innit? *Moonwalker* has such a slight plot (basically one long chase dotted with fight and dance sequences) and so many expensive set pieces that it's pretty simple business to pick out the good bits. You then just pick out some more good bits (but this time from old games like *Gauntlet* and *Op Wolf*), sort of squish them all together and 'Roberto es tu tio' (as they say in Spain). (*Er, that's 'Bob's your uncle', readers. Ed*)

The first two levels are rather *Gauntlet*y. In Numero Uno, you (as Wacko) are on the run from a whole host of grotesque tourists, fans and journos. It's one of those scrolling, overhead view maze jobs, and what a massive one it is too. So large you sort of vaguely remember bits when you come back to them, but can't quite figure out how it all fits together. The idea is that Michael needs to disguise himself to escape the mob. How shall I do that, he thinks. Should I dress as something inconspicuous like a cleaner and just slip out the back? No, I'll go as a giant rabbit! No one'll spot me like that! Quite a subtle plan, eh? So Michael has to pick up the bits of a giant rabbit suit from all around the place (plus some other odds and sods), spotting them by watching the dots on the map thing at the bottom of the screen. The ones that are moving are either baddies or Michael himself, but if one just sits there chances are that it's a piece of bunny clothing. Great! Now you know where it is, you just don't know how to wiggle through the maze to reach it.

Working out how, if you ignore Michael's rather odd running action, is a surprising amount of fun. The tourists are suitably grotesque, the dodging-around-obstacles and avoiding-being-caught-up-a-dead-end bits are quite challenging and, all in all, there are a lot worse ways of spending 20 minutes. The *Bad* soundtrack is (just about) recognisable too.

Michael escapes from this on to Level Two, a rehash of the first, only this time divided into four sub-sections populated with bullet-firing hoods and other spooky bad guys. You're mounted on a motor bike and must crush stashes of drugs and collect crystals. Get ten and you turn into a super car and can then jump over a barrier wall out of one sub-section and into the next. This is all very well but having to do the whole process four times soon becomes as tedious as, erm, a very tedious thing. Next level quick!

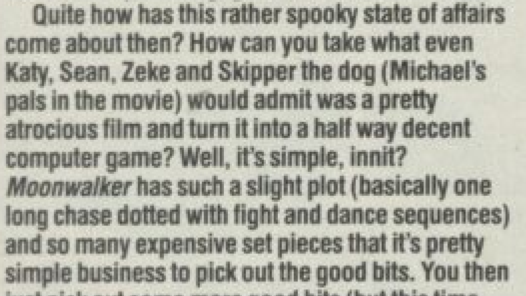
Phew! Level Three happily moves away from mazes into *Op Wolf* territory. This bit's really bizarre and quite clever. Clever in that even though it's basically a horizontal scroller it doesn't look like one. Your well-animated Michael sprite runs around the edge of a nightclub dance floor in a loop (jumping on to tables should he feel like it), so eventually you'll come back to the same bit again. Behind you the walls and windows come closer, then receed, giving the whole thing a feeling of depth. And behind the windows lurk the baddies, which is where the really bizarre bit comes in! Michael's got a gun! And he shoots people with it! I mean, strewth! I mean blimey O'Reilly O'Rourke!

Michael picks the gun up, collects some clips lying around the floor, then pulls the trigger and ratatatat! A little cursor appears, he spins round to hit a baddie and... all the bullets run out. Phew! The baddies are relieved ('cos Michael wasted all the rounds moving the cursor about) but the thought was there! As soon as he (er, you) get the shooting process sussed out there'll be baddies littering the place, as well as a few of your kid pals, who the bad guys tend to hold up in front of them as hostages. Oops! Imagine — Michael In Murder Shock! It's a scandal.

So is Level Four, in fact, which is another cursor shoot-'em-up jobbie, but this time with baddies appearing in doorways around a giant Michael robot. You (the robot) take pot shots at them all, as well as a rather f'nar-worthy giant laser in the top corner of the screen. It's quite playable but again rather repetitive (yawn), though the animation sequence at the start (Michael walking on screen and turning into the robot) and the end pay off (the robot turning into a space ship and taking off) do go some way towards making up for it.

In fact, *Moonwalker* has more than its fair share of little animation bits. For instance, it begins brilliantly. Here come Michael's feet in a spotlight, tippy-toeing on to centre stage. Then (fizzle fizzle!) he does a funny little dance, all glittering tinsel stuff falling out of his trousers and (sptang!!) turns into a prancy feet *Moonwalker* logo. Fabulous! It has to be one of the neatest intro sequences I've seen in yonks.

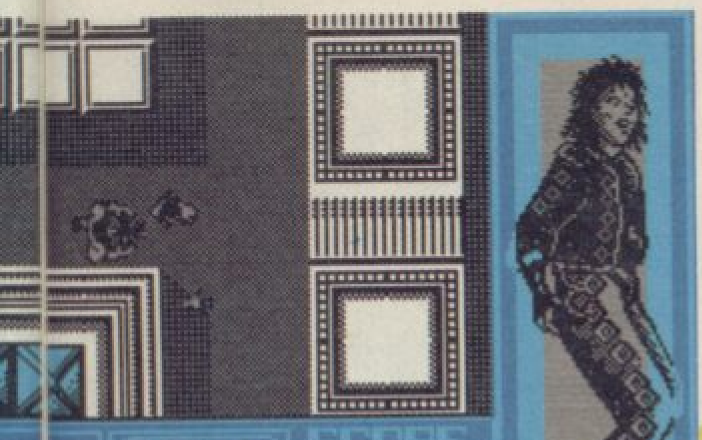
That's the game all over really. Smoothly implemented but rather repetitive gameplay, coupled with the occasional neat and watchable animation sequence. All in all, a rather nice surprise.



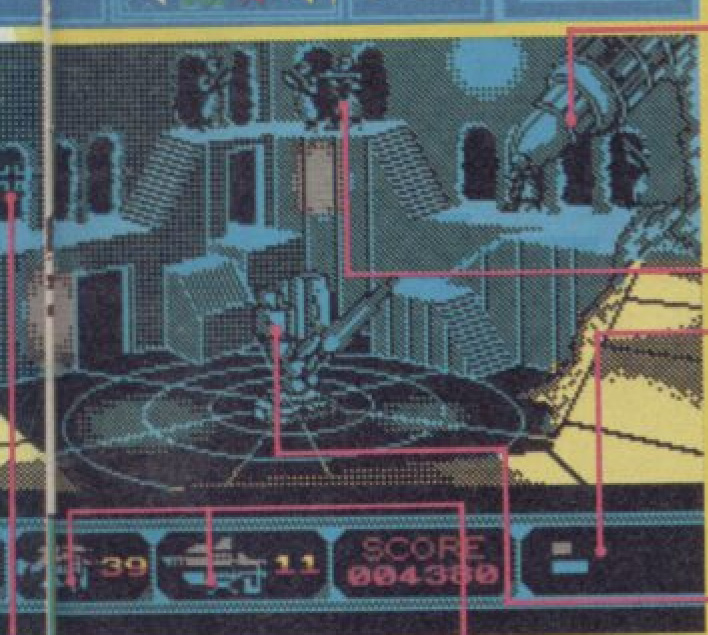
Win ten copies of Knightforce from Titus!

9. Which of these ladies is famous for not wearing armour?
a) Joan of Arc
b) Lady Godiva
c) Boudicea
Fab! Clank over to page 98 and hit us with your answer.





The maze bits are slightly samey, and go on a bit too long, but they're smoothly implemented and good fun for all that. And Michael's rabbit suit has to be seen to be believed! (Check out the head bit! It looks more like a beagle!)



Yikes! A big 'willy' laser. It zooms in and off screen, but shoot it enough times and it explodes.

Here are the ordinary baddie chaps. There are two sorts (and loads of each) who appear at random in the doorways and shoot at you.

This bit shows how your gun is doing. Hold the fire button down too long and it overheats, leaving you dead vulnerable (and dead dead). Yikes!

This is your cursor. It whizzes around the walls like the reflection from a giant, shiny disco ball.

This shows how many baddies there are left to get. Hit the ones with the big guns once and they turn into ones with little guns;

This is Michael. Check out the transformation sequence where he walks into the middle of the screen in human form and then changes.

finalverdict

80 60 40 20

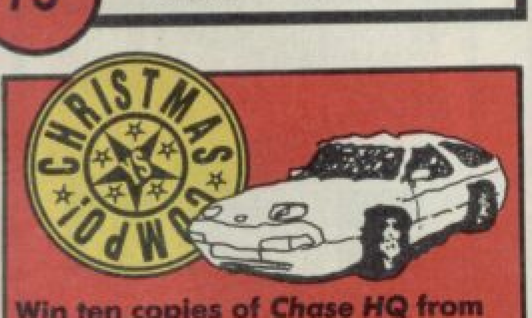
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
69°	83°	73°

DIAGNOSIS

A bit repetitive perhaps, but perfectly playable all the way through with some neat graphical touches. What a pleasant surprise!

INSTANT APPEAL 86°

75°



Win ten copies of *Chase HQ* from Ocean!

10. *What car do you drive in Chase HQ? Is it:*

a) A Porsche 928
b) A Ferrari Testarossa
c) A Lada Riva

Simple! Now all you have to do is drive to page 98 and park your answer.



JOYSTICK JUGGLERS

Far and few, far and few, to the land where the Joystick Jugglies live, their brains are small, and their game reviewing skills are quite remarkable, and they went to sea in a sieve. Let's see what nautical antics they've been up to this month, shall we?



Matt 'Aye, Jim Lad' Bielby The Captain Fishface of *YS* is always to be found messing about on the river. Sailing comes naturally to Matt since, as a child, he was locked in a toilet on a channel ferry. "I'd been to and from Le Havre and Portsmouth 28 times before I was discovered!" he explained. "When I finally got off the boat I couldn't go to France because I had to send for a new passport. My other one was full of entry and exit stamps."



David 'Row Row Row Yer Boat' Wilson The nearest our resident crooner has come to a nautical life was when he was second runner up in the Butlins of Skegness Sea Shanty Singing Competition. He delivered a masterly version of *What Shall We Do With The Drunken Sailor (The Acid House Mix)*, but narrowly escaped death when he offered as an encore his version of *Sloop John B* accompanied by comb and grease-proof paper.



Andy 'Wade In The Water' Ide Andy never wanted to be a Production Editor, oh, no, he was brought up to aim his sights high! Ever since he saw Robert Powell in *Jesus Of Nazareth* he always fancied himself as a messiah. He grew his hair and began sporting a biblical beard. The only problem? "It's the water walking," he confided. "Since I can't swim, it's been a bit embarrassing. You see, my robes weigh a ton when they're wet!"



Robin 'Quids In' Alway Much of Robin's family wealth was accrued from a strange nautical quirk of fate. In his fine Cornish seaside manor, Squire Alway used to have the most brightly-lit garden parties in the South West. Strangely though, ships would mistake the lights for the local harbour and run aground, depositing loads of goodies on the good squire's doorstep. "Great Grandad Alway was quids in!" his young descendent quipped.



Duncan 'Daisy' MacDonald Our Dunc is very keen on punting, and this nautical pastime has helped him develop a totally new sport. "It's called Punt Vaulting and it's a cross between pole vaulting and punting!" he gleefully explained. Has he attained great heights in his early attempts? "Well, actually no. You see, by the time I've run the length of the boat and found a secure pole-hold on the river bed I've only managed 2.8 cms." Ah!



Paul 'Shiver Me Timbers' Lakin We borrowed Paul from our sister mag, *ZERO*, for this ish, but, curiously enough, his surname is a derivative of the present participle of Lakk, the Anglo Saxon verb which literally means 'to lake' or 'to go boating (on a lake)'. Is Paul keen on boating then? "Yes, I think he's a really nice chap and I'm really pleased he's been promoted to the Labour Front Bench!" Eh? "Paul Boateng, the MP for Brent South." Oh.



Rich 'Don't Call Me Richard' Pelley Rich, the man who can do no wrong, has a remarkable talent for managing to turn the worst situation to his advantage. As a nipper he was blown out to sea whilst playing on an inflatable Triceratops. A dire and dangerous predicament? For anyone else, yes, but for Rich? He only bloomin' blew clear to Calais and set a new record for cross-channel toobin'!



Jackie 'Hendiebers' Ryan Ever since our Jack heard that Village People refrain *In The Navy* she's always had a secret yearning for donning a smart white American sailor's outfit. Mind you, she's also had a secret yearning for donning a construction worker's outfit, a cowboy's outfit, leather biker's gear, staying in the local YMCA, and, unsuccessfully (we're pleased to say), sporting a thick black moustache.



Sean 'Mastermind' Kelly As sure as eggs is eggs, our (or rather *ZERO*'s) Sean is brimful of nautical knowledge. Ask him any questions of a seafaring nature and he'll rattle out an answer. Sean, what's a 'plimsoll line'? "This was one of the famous routines of the naval juggling team, the Balonni Brothers. It entailed the three brothers standing in a line facing east and juggling 20 seamen's trainers." What did we tell you?



Marcus 'Splice Me Mainbrace' Berkmann The nearest Marcus has been to 'the drink' was when he was test pilot for the little publicised De Havilland Chipmunk Seaplane project. Under cover of darkness, he completed a series of circuits and bumps on the Regents Park boating lake. Unfortunately, the project was doomed to failure. "I was putting the kite through her paces," Marcus confided, "when I had a prang with a mallard! Feathers all over the bally place!"

SCORES

90°-100° Getting up to fever temperature. Miss a game that's this red-hot and you'll get the blues — we guarantee it! Any game that scores a total of 90° or above gets the esteemed *YS* Megagame rating. Coo!

80°-89° PDG (Pretty Damned Good)! Well worth digging deep into the old dosh bucket for.

70°-79° Very enjoyable, but might not have lasting appeal for everybody.

60°-69° A few niggles. Lacking in certain areas. Think before you buy.

50°-59° Pretty average. Very average in fact.

40°-49° Erm, below average (believe it or not).

30°-39° Due to be hospitalised.

20°-29° Very poorly.

10°-19° Critical — not expected to last the night.

0°-9° Clinically dead.

DOUBLE DRAGON 2



Virgin Mastertronic/£9.99 cass/ £14.99 disk

Sean Hands up anyone who remembers the first *Double Dragon* on the Speccy then? Ah, good, quite a lot of you. Now, who gets a 'nice, warm, friendly glow' when they think about it? Hmm. Just as I thought. Not so many. Yes, it was a little bit of a disappointment (or at least, I thought it was).



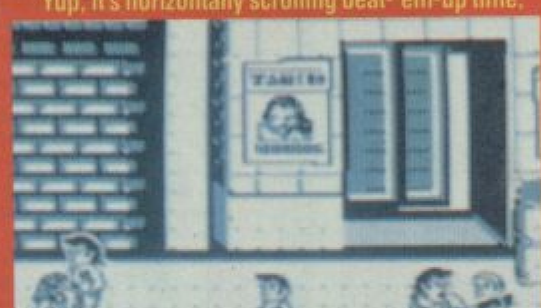
No time to admire the view, I'm afraid! Now take this, Mr 'So-Called' Big!

Anyway, here's the sequel, and I'm pleased to be able to tell you it's loads better. Virgin has spared no effort in the ol' 'pad it out with a scenario' stakes so even those of you who missed the first game will know what it's all about. Thus we are informed that our heroes Billy and Jimmy killed all the members of the Black Warrior gang, then rescued their hostage, Marion. But, hold on a minute, that's not all! Yes, one girlie member of the Black Warriors (with the deceptively innocent name of Linda) survived, and vowed vengeance on the *Double Dragon* twins! Dan dan dan daaaah!!

Now, being the only surviving member of a gang that's now shuffled off its collective mortal coil, what would *you* do? Retire to Bridlington for a quiet life? See the light and hand out leaflets on your chosen cause in town centres? Blimey no!! You'd travel east, learn lots of magic tricks, suss out how to raise the dead (neat trick, that one) and get the Black Warriors back together again so they can all take a stab at bashing up Billy and Jimmy one more time. And that, in a rather large nutshell, is exactly what our Linda has done.

Now, being dead didn't do much for the cunning nature of the Black Warriors, 'cos the first thing they did when Linda brought them back to life was kidnap Marion back again. Predictable or *what*? But wait, there's more! They also *killed* her this time! Yikes! Fortunately though, Billy and Jimmy don't let this deter them, and set out once more to give the nasty Black Warriors a good whipping, hoping to 'rescue' (ie bring back to life) Marion before she gets too smelly.

Yup, it's horizontally scrolling beat-'em-up time,



Lumme! There are some choice haircuts here! Dusty Fleming would be in his element!

livened up by a brilliant two player option. Billy and Jimmy have got all the usual moves, kicking and punching, leaping and cartwheeling, singing and dancing – you name it, the lads do it. They make the London Boys look like they've got wooden feet! Their figures are well drawn and smoothly animated too, and look kind of cartoony with their slightly exaggerated proportions.

Virgin has wisely gone for a monochrome screen display, and, although it sometimes gets a little cluttered and difficult for you to establish what's going on (like when about four bad guys bundle in at once, for instance), for most of the time it works pretty well. Something which sets it apart from most beat-'em-ups is that boxes, rocks, and just about anything else that's lying around can be picked up along the way and thrown at the bad guys. What a brilliant lark! The bad news is that they tend to throw them back at you pretty ruddy sharpish (so I often adopted the reasonably effective 'chuck it and scarper' approach). But on the whole it's a brilliant addition to your standard beat-'em-up fare. There are also 'natural' hazards to be negotiated, such as holes, and a fair amount of leaping, diving and climbing is required if you want to avoid dying, which (let's face it) you probably will.



Now, let's go 'through the keyhole'! Hmm, nice decor! Where's that irritating Lloyd Grossman chappie? I've always wanted to duff him up!

The sound is alright, the usual sort of kicky, punchy, spring-aroundy types of noises, with some good crunchy bashing sounds on the 128. My only worry is that we've seen too much of this sort of thing already, and (throwing option aside) it isn't different enough to distinguish itself from all the rest. I've already typed '*Dragon Ninja*' in twice by mistake when writing this review, so you see the problem! It's perfectly fine for passing the time in an arcade, but I doubt it'll get anyone massively excited in its Speccy incarnation.



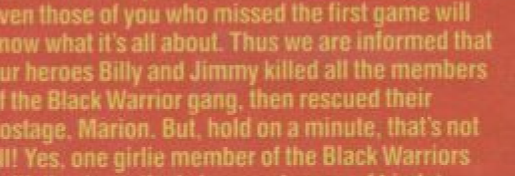
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
68°	79°	80°

DIAGNOSIS

A snazzy conversion of a fairly average coin-op. Great fun at first, but probably not all that long-lasting.

INSTANT APPEAL 78°



Win ten copies of *Purple Saturn Day* and ten copies of *Bobo* from Infogrames!

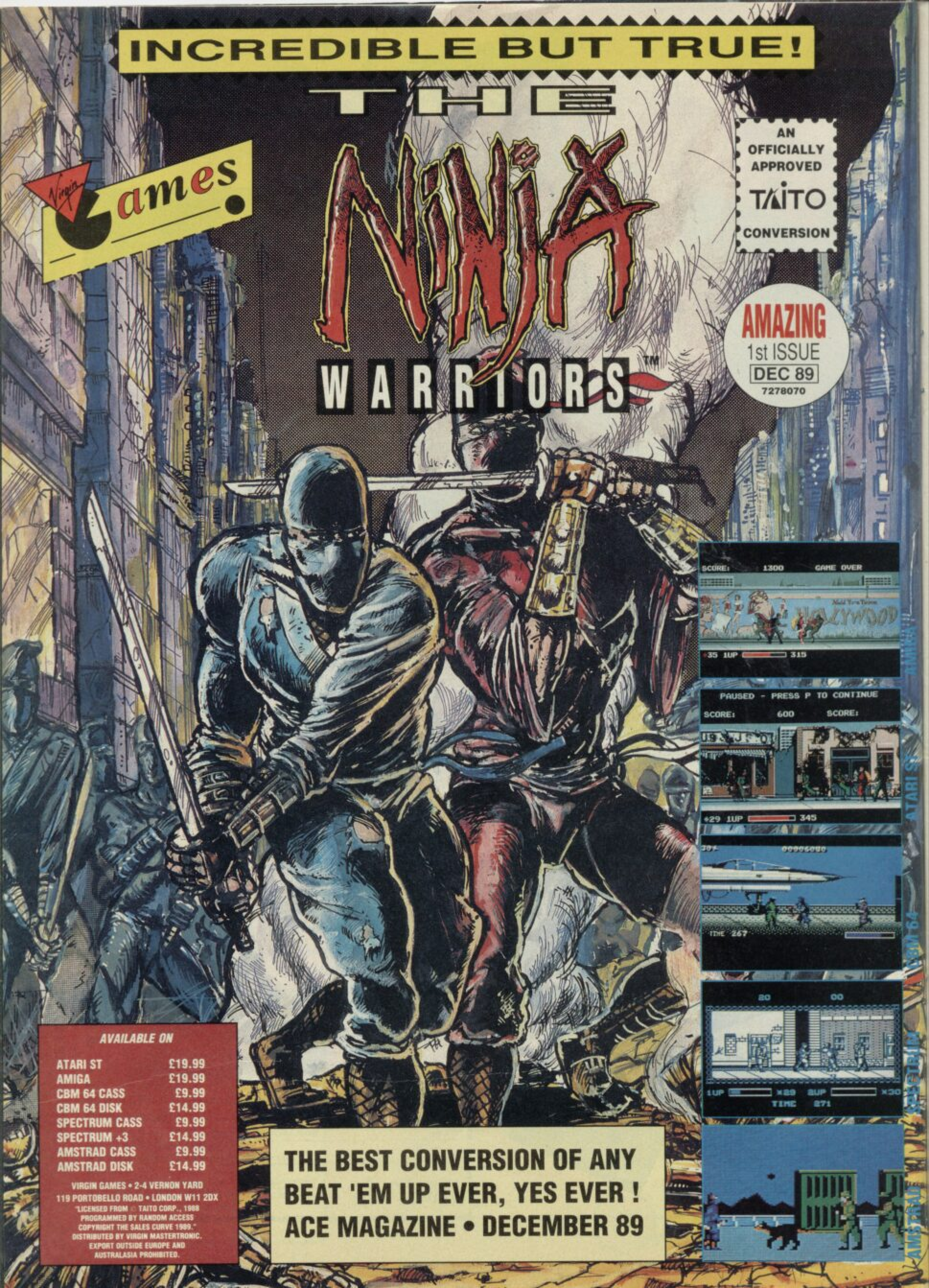
11. *How are loopy French programmers Exxos most likely to spend their spare time?*

a) Inviting all their friends around for tea and 'stickies'

b) Shopping at Marks and Sparks for their 'smalls'

c) Holding spook ceremonies where they sacrifice their computers to the great god Exxos

Go shopping for a place to jot down the answers on page 98.



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PETE'S PUZZLERS

Trickier than a scorpion with a sore head, *Pete Shaw* has returned once more to astonish, amaze and... possibly... even fool you.

WORD WRAP

Rightyo, maties, let's get down to the serious business of winning prizes. No use flaffing around with the *News Of The Screws* crossword when there are some fab new Speccy games to be had from your ozone-friendly *Your Sinclair.*

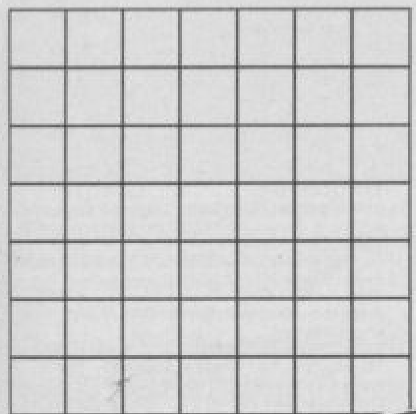
This month's Prize Puzzler was sent in by **Alan Simpson** of Belfast, who sent in sooooo many that by the law of averages one was bound to make it. Anyway, enough of my waffle, what's the question?...

Here's an example of a 5 x 5 magic-word square, so called because the same five words can be read both across and down.

T	E	P	I	D
E	L	U	D	E
P	U	P	I	L
I	D	I	O	T
D	E	L	T	A

Now, the largest of these ever produced was 8 x 8, so can you complete a 7 x 7 one? To help you along, you'll find a list of clues below (although they're in no particular order).

If you think that's easy-peasy, and you want to get your hands on the software that's up for grabs in this month's fandabbyduzzy Puzzle Page, just scribble your answer in the grid provided and fill in the coupon below. Having managed that, put it in an envelope and send it off to Pete's Puzzle Page, *Your Sinclair,* PO Box 1509, Enfield, Middlesex EN1 1LQ.



CLUES

Devour greedily
False to his allegiance
Lamp
Settles
More strict
One who enters profession
Eccentric, weird



Name ....

Address ....

....

....

Postcode ....

MATCH THAT!

Ta very much to **Anthony March**, who has very scrawly handwriting and lives in Hessle, North Humberside. Over to you, Ant!

If there are two matchboxes on a table, one full and one empty, how can you tell which is which without touching the boxes?

HURDIE GURDIE SPEAK

Just to prove that the Hurdie Gurdies have not all lost their razor sharp sense of humour, here's one from **Mikael Ericson** from Helsingborg.

There were two worms crawling over a bridge. When they had crossed, one of them said "Now all four of us are over." Why did the worm say that?

EGG HEADS

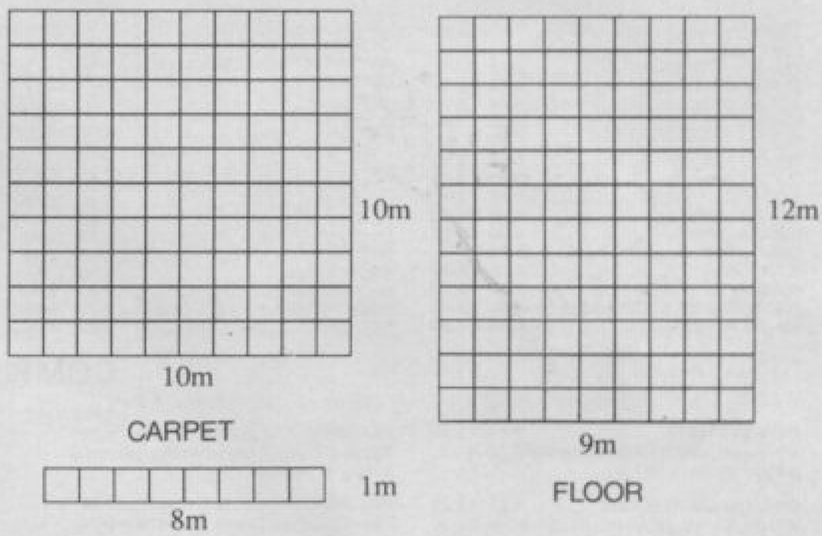
Now we're rushing with the speed of a racing sea turtle to Southampton where **David Lambert** has this line to say...

How many hard boiled eggs can a hungry man eat on an empty stomach?

CARPET FITTERS

Back to Hurdie Gurdie land (twice in one issue? Hmmm...) where **Anders Nilsson** has created this brain blender — and I warn you now this is tricky with a capital HARD.

You have two carpets (10 x 10m^2 and 1 x 8m^2) and one room (9 x 12m^2). To make your carpets fit together in the room you are allowed to cut only the bigger of the two carpets into two bits. How do you make it fit perfectly?



GRANDMA EATS RYE MICE

Time to really tax your brains, chaps and chap-esses. **Leigh Loveday** from Port Talbot (look you, boyo, isn't it?) sent in the myriad of anagrams below. But I'm taking your limelight, Leigh — go on, you explain...

Solve the anagrams on the left to get eight recent game titles. Then solve the ones on the right to get the eight companies that released the games. Couldn't be simpler, eh?

GAMES

1 **Thor Led Wren**
2 **An Odd Icy Um**
3 **Danger Gate Tree**
4 **Fin Bum Boos**
5 **Married White Land**
6 **Kind Of Ursa**
7 **Breathed Last**
8 **Mean Pune Steals Form**

SOFTWARE HOUSES

A **U Sheen Boom Lure**
B **Cretan Cloisters**
C **Snort Rice Mat**
D **Show Tons Clean Stun**
E **Swear For Rift Bide**
F **Rome Awaits Feign**
G **Sty Of Ten**
H **Shingle Rig Cramp**

END NOTES

Okay, mes petits chicadees — that, as high priestess Teresa would say, is that for another month. Thanks to all you lurvely readers who flooded my mail bag once more — the prizes for those who got stuff in this month are on their way. If you have written me a puzzle which hasn't appeared yet, send in some more (one of them is bound to appear sooner or later). If you haven't written me anything yet, then how can you expect to get your hands on a free game, eh? Start scribbling now, that's what I say — the address to send your missives to is Pete's Puzzle Page, *Your Sinclair,* 14 Rathbone Place, London W1P 1DE.

KEY SOFTWARE

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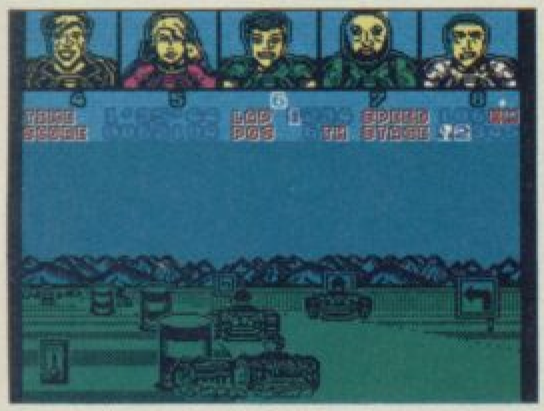
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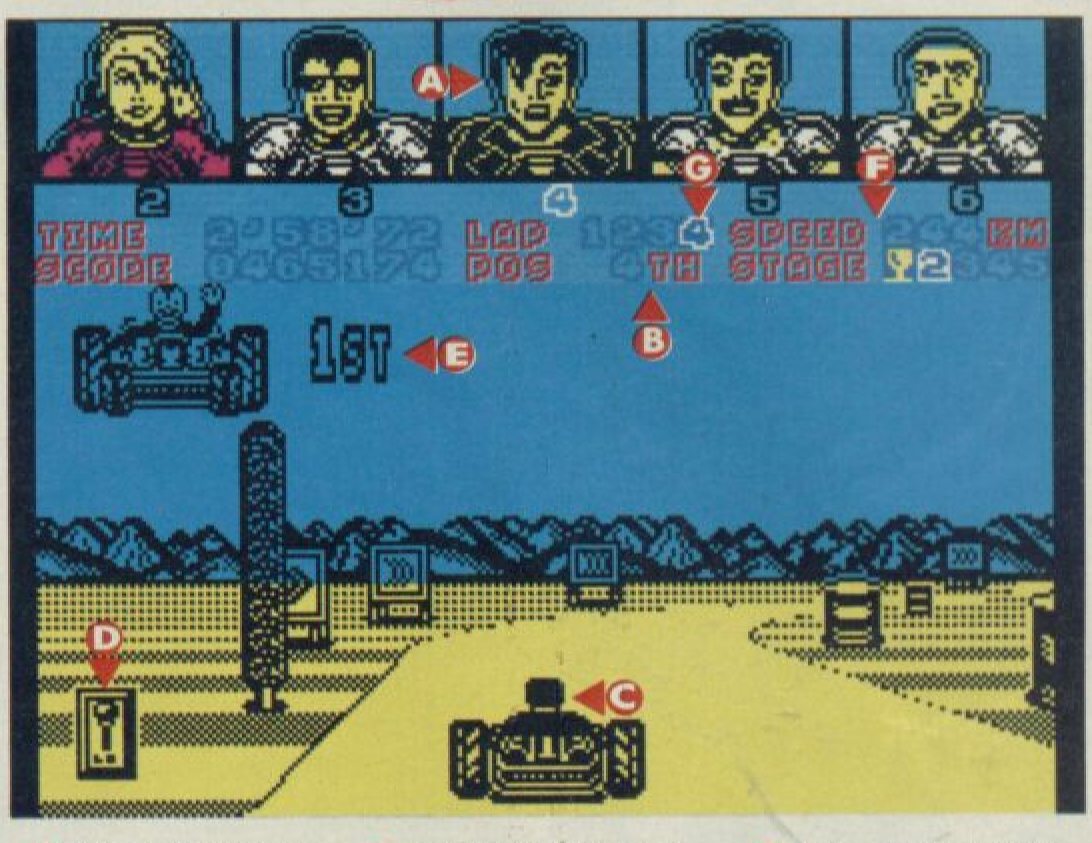
POWER DRIFT



As you can see, most of the arcade screen features are here. The main touch that's missing is where your driver turns and shakes his fist as he passes an opponent. Although it says he does so on the back of the box, this only applies to 16-bit versions.



Neeeeoowww! This is the stuff. Here I am in a hectic battle for a qualifying third place. Real white knuckle business! But surely I should have collided with that barrel?



A This is me. Handsome brute, don'tcha think?

B This is my position in the race.

C Here I am on the track. See how my sprite fits my piccie above?

D This is the gear shift position. I'm in high gear.

E I've got some catching up to do, this chap's already won!

F My speed.

G The current lap.

Activision/£9.99 cass/£14.99 disk



Davey If you don't know anything about *Power Drift* you must have just returned from a three month holiday on Jupiter. I mean, it's been a big hit in the arcades, it's been emblazoned on our front cover, and we've even given you an exclusive level as a playable demo! (*Hello, I've just returned from a three month holiday on Jupiter! Reader's voice*) Erm, right!

Power Drift is a conversion of the Sega arcade hit of the same name. It's a rolling road racing game in which you race a sort of dune buggy against 12 other competitors on different courses. There are five main courses to choose from and then five stages to each course, so in effect you've got 20-odd different tracks! Oh, and it's been programmed by the people responsible for *WEC Le Mans* so you won't be surprised to hear that it's one slick and smooth-scrolling racing game.

You start by choosing your driver from the selection of dubious looking characters displayed at the top of the screen. As you proceed in the race, so your character shifts up or down in the cast list in relation to your position. Furthermore, your actual sprite fits the character you choose. So if you choose the cool blonde your sprite'll have long flowing locks (ya big girlie! Er... unless of course you *are* a girl). Next, you choose your course, and then it's red light, red light, red light again, green light, GO!! You've got two gears, high and low, and a vicious turning lock, so go out there and do your darndest!

The earlier stages of a course are a basic case of belting around, flat out, trying to avoid your opponents. On the later stages a lot more skill is called for, as there are not only cars switching lanes to be coped with, but also hazardous curves that require rapid deceleration! In the now familiar Activision fashion, if you fail to qualify you're given a number of credits. Use all your credits up and it's back to the start.

Although I enjoyed the game and found it really addictive, I've got a few gripes. In 48K mode there's no sound, not even an engine rumble. In 128K the sound alternates between a tune (which got on my nerves after a bit) and the preferable car sound. There's also the crashing noise, as you watch yourself spin nicely through several 360° turns across three (of the same) screens. In 128K the whole game loads in one, but in 48K the five main courses need to be multiloaded from the second side of the tape. (Why does Activision insist on not marking which is side one and two on their tapes?) Finally the collision detection is a bit of a hit and miss affair (geddit!?).

Still, as I say, in spite of this *Power Drift* plays well and is an excellent conversion. Many of the arcade features like the log tracks are reproduced, and the roller coaster hills are really well rendered. The arcade characters, the lap times and the top three winners are all crammed in here too. So, a very competent conversion but one which suffers from a few little anomalies. If you're a big fan of the arcade hit you won't be disappointed by *Power Drift*, especially if you've got a 128K. Neeeeoow!



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
78°	80°	85°

DIAGNOSIS

A spiffing coin-op conversion, encapsulating most of the arcade features. A bit flawed, but a playable gem nevertheless. Best on 128K.

INSTANT APPEAL 85°



Win ten copies of *Shark* from those sharp-toothed people at Interceptor!

12. *How can you recognise a shark?*
a) By its theme music
b) By its dorsal fin
c) By its dodgy line in flares

Now make your point by swimming over to page 98 with the answer.

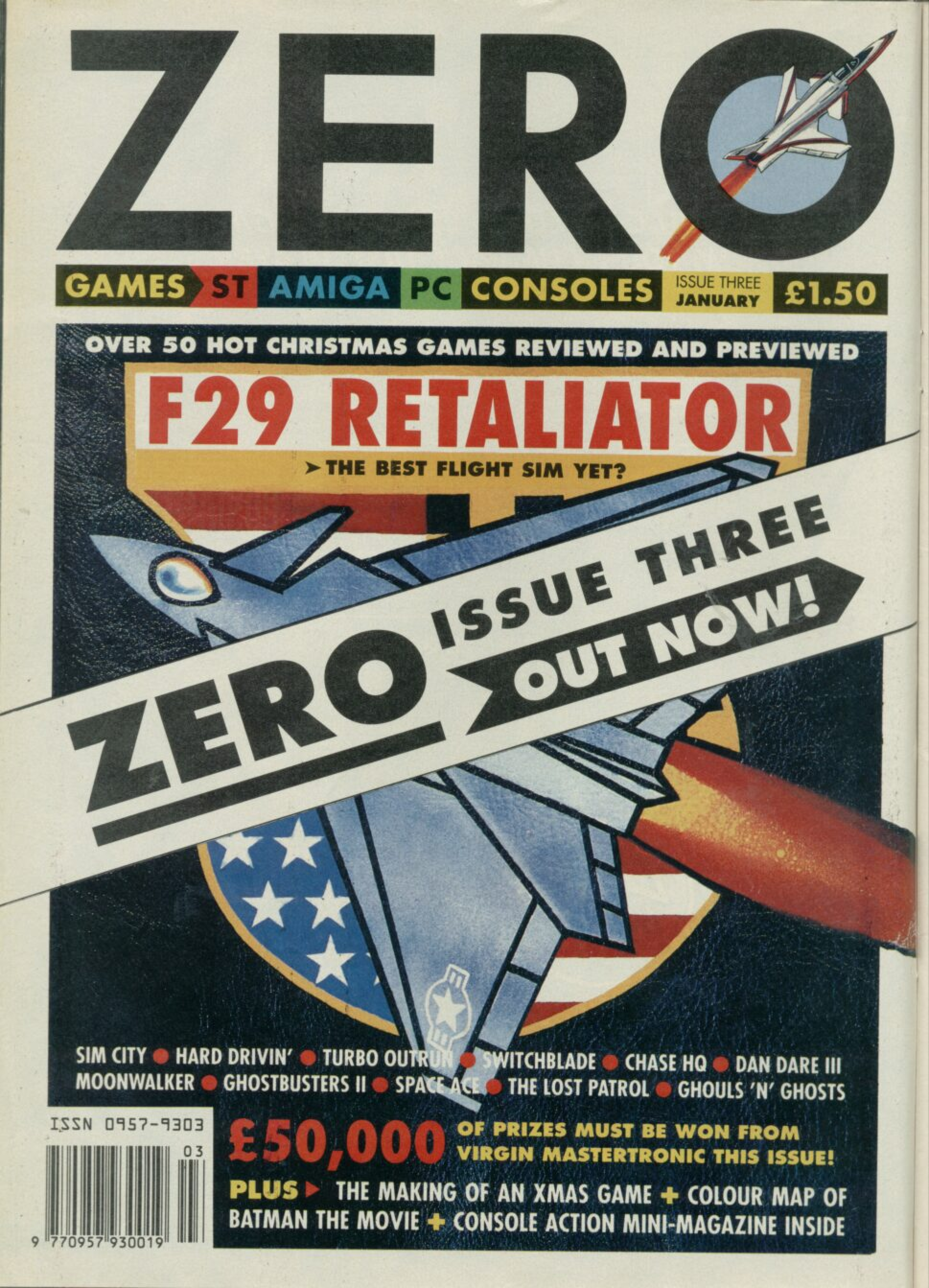
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22. BMX SIMULATOR 2
23. THE HIT SQUAD
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Letters



WRITE TO THE ED, YS, 14 RATHBONE PLACE, LONDON W1P 1DE

Star letter winners receive three games! All letters win a YS badge.

MARK BERK?

What has happened to Marcus Berkmann? After reading *Bargain Basement* in issue 44, I went out and bought *Twin Turbo V8* by CodeMasters. The game is utter rubbish, just like the review. Some of the things Marcus said were right, and I quote...

"...but for once the balance of graphics, playability and speed is well matched..."

Yup, they're all pathetic!

I like your new look reviews, but I feel that you should use the Kelvin scale as the Celsius scale is out of date. 273°K is 0°C, and 373°K is 100°C. I assume you use the Celsius as 100°K and 100°F aren't very hot. 81°C for *Twin Turbo V8* is definitely wrong. 81°K is more like it. 81°K is just hotter than liquid air. I'm not saying this game is cool, far from it. But, okay, clinically dead takes on a whole new meaning.

My brother has just bought *Nigel Mansell's Grand Prix* for £2. This game has the sound that a driving game needs, the road is a different colour to the surrounding area, the speed is perfect, and once you're in a spin you haven't a chance to save it, as in real life!

Kevin Sheldrake
Peterborough

Well, let's face it, these two games are in a different league. You sound like the sort of person who appreciates a more realistic game. That's why you probably don't like Twin Turbo V8. The Codies, love 'em, cater for the younger end of the market, whilst Nigel Mansell's GP was originally a full price game. Although it's now on budget, it's not really fair to compare a game that was produced to sell for three times the price, and aimed at older players. Still, that having been said, the Nigel game is brilliant, isn't it!? It doesn't matter too much that it's dated by the inclusion of turbos (now banned from the Grand Prix circuit, fact fans). Oh, and I was under the impression that you could correct a spin by steering into it. Still, at budget value it's worth a good 360°K. Let's see what Marcus gives it, shall we? **Ed.**

YOUR INDISPENSABLE FRIEND

I am writing to tell you about my innovative low cost navigation aid. My system uses a Sinclair Spectrum and a 5" portable television, both of which are powered from the boat's 12 volt mains. The small ZX printer can be attached to produce a record of the day's navigation and sailing.

I have just finished a three week sail down through the Channel Isles to Morlaix in Brittany and it was so useful not only to be able to establish quickly and easily the necessary navigational data for the day's sail, but also to check progress instantaneously. I thoroughly recommend it to any long distance sailor!

David Heaps
Horsham, Sussex

In France there are about a hundred plus Speccy users, and I know one who uses his Spectrum in his job to analyse experiments and other things. He's a biochemist!

Gabriel Peyron
Paris

I know that the Spectrum is a games machine, but I have bought a Disciple interface, 3.2 inch DSDD disk drive, dot matrix printer, and *Last Word* word processing program, and I am trying to use my Spectrum as a small business computer.

Rodney A Gillett
Kogorah, Australia

Yes, the Speccy really is a godsend, isn't it? Do you have any other practical use for it? Maybe you play rugby and use your humble rubber-keyed 48K to calculate the optimum angle of elevation for successful conversion kicking. Or perhaps you work at Heathrow Air Traffic Control and use a Speccy to assist transatlantic traffic on its final approach? If so, we want to hear from you! Drop us a line at 101 World Shattering Uses For The Humble Speccy, YS, 14 Rathbone Place, London W1P 1DE. And, who knows, you may become the proud owner of three Star Letter games.

WHY DON'T UFO?

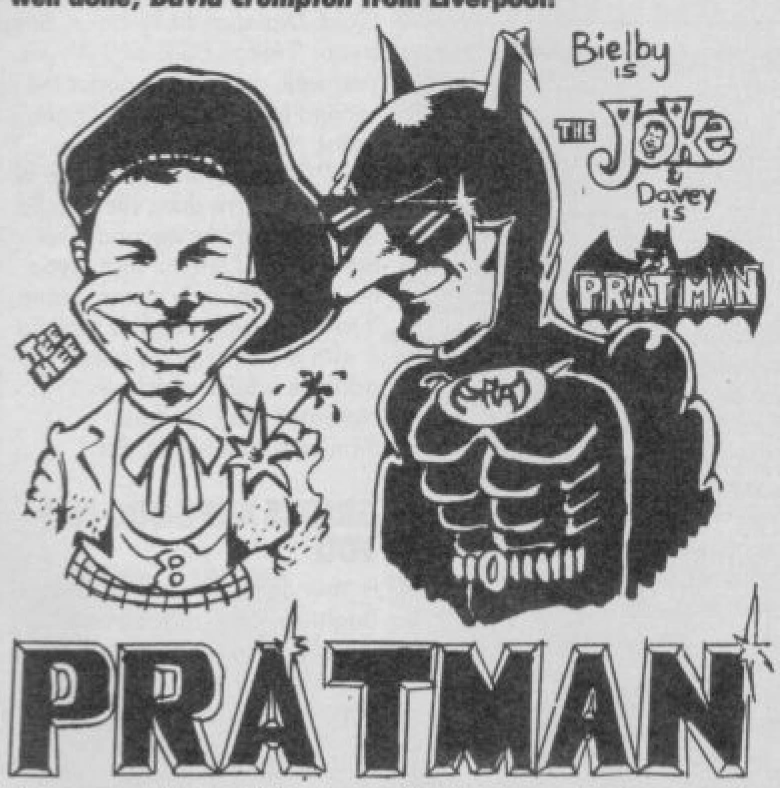
I am not from this planet. I travelled down in this wicked spaceship to see you at the PC Show on September 30th and can't get back home. I used the phone thing but the alien at the other end would not place my call. I am staying with me pal Mashy at Liskeard and would lu you to send me some plutonium sellotaped to an envelope. Oh yeah, before I go, what's Jackie address? I want to waste loads of mankies sending her letters (manky is the currency on my planet).

William Mashiter (Mashy)
Liskeard, Cornwall

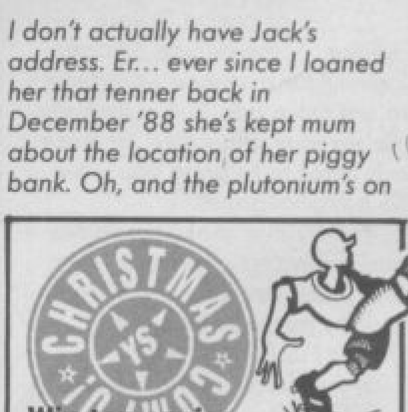
I don't actually have Jack's address. Er... ever since I loaned her that tenner back in December '88 she's kept mum about the location of her piggy bank. Oh, and the plutonium's on

DOODLEBUGS

As you'd expect, we've been getting loads of Bats-inspired cartoons into the office, and having already printed one we thought we'd look for something different. That was until we found this one. It's so good we couldn't resist it! Lordy! Well done, *David Crumpton* from Liverpool!



Reckon you can do better? It doesn't matter if you're not exactly a closet Constable — if you've got a good idea that makes the YS team gasp in amazement or giggle with glee then you could get yourself a spanking new game. Entries, in *black ink* only please, to Doodlebugs, YS, 14 Rathbone Place, London W1P 1DE.



Win ten copies of *Professional Soccer* from CRL!

13. *How long was the longest ever match in British football history? Was it...*

a) Two hours 30 minutes
b) Three hours 23 minutes
c) Six hours 49 minutes

Cor! Team up with page 98 to put down your answer.

Letters

its way from Sellafield. Keep your eyes peeled for Postman Pat and his green and white radioactive cat (with three heads). **Ed.**

EMBARRASSED!

You've done it now, have you? (*Have we? Ed*) Failing to put a mark on your reviews, namely *Strider*. It all goes to show how downhill your once trendy magazine has gone. A few things have contributed to making me embarrassed to buy YS.

1) You can't afford to put cassette cases on to your Smash Tapes.

2) You make all the good arcade games Megagames when they actually turn out to be crap (like *Red Heat* and *Forgotten Worlds*).

3) You have far too many adverts.

4) You invent names and addresses for the compo winners, so that you can keep the prizes for yourselves.

5) You have too many multiface POKEs. Why bother when they are soon going to be illegal?

6) And, finally, why do you employ Mike Gerrard? His column takes up half the mag (almost)!

I hope you can correct some of these complaints. Hmmm... T'zer would know what to do!

Derek Stuart
Aberdeen

1) It would be an expensive process, but we also feel that tape boxes would incur loads of problems. They'd be damaged in the post, they'd pull YS covers off, and the magazine would be harder for our distributors to handle.

2) Neither Red Heat nor Forgotten Worlds were Megagames.

3) This, of course, is your own opinion. Some people who are looking for a service would like to see more ads. But, essentially, the revenue generated by these ads helps us to bring you more YS editorial pages.

4) We never make up names and addresses of prize winners, and prizes are most definitely not kept by any members of the Dennis Publishing staff.

5) Just because the legality of multifaces is in question, this doesn't mean that all these useful utilities will disappear 'overnight'. Again, I'm sure a great number of our readers would protest if we dropped this popular section.

6) We happen to think Mike is the best adventure writer in the business. Just because, I assume, you don't like adventure games, do you think it's fair to deprive everyone else? I suggest you spend several hours watching Sesame Street *so that you can learn to be more tolerant of people with different tastes and notions.* **Ed.**

BUG IN DE INDY GAME?

I think the second level of *Indiana Jones And The Last Crusade* is impossible. I go through the right door and everything, but I can't get off the first platform. To the left is a dead end, and... well, just read the diagram I've enclosed. (*Read, read, hmm, yes. Ed*) Well, as you can see, it's impossible. Do you think I should send the game back to US Gold, or could you give me some help? You must be able to do it because in the September edition you showed us screenshots from every level. Please reply as soon as possible because this second level is really bugging me!

Lee Keenan
Burnley, Lancs

Actually, I've received quite a few letters to this effect and so I thought I'd have a word with US Gold. Dial dial, beep beep, beep beep. "Hello? US Gold? Ah yes, yes, well, you see it's about the second level of Indy, yes, right, great, that's very nice of you. Bye." Okay, so there we have it! Basically there does seem to be some bug on the second level, but US Gold tell me that if you have a faulty Indy game, return it to them, and they will replace it with a non-bugged copy! The address is US Gold, Units 2/3, Holdford Way, Holford, Birmingham B6 7AX. **Ed.**

GREENS ARE GOOD FOR YOU

Is *Your Sinclair* 'green'? If not, I ought to come around and waggle all your joysticks 'til they break or fall off (whichever happens first). Anyway, here are some tips on how to be the first 'green' Spec mag.

1) Burn all other Spec mags — that should make the ozone layer more friendly!

2) Burn all song sheets

cont on page 33



TRAINSPOTTER AWARD

WURLY CURLY

In the shop, I took from the shelf my November copy of *Your Sinclair* and, blimmin' Nora, there was no Cover Tape. So, following your advice on the front of the mag, I went and asked 'the shifty looking chap behind the counter' about its absence. "Excuse me," I said, "there is no Cover Tape on this magazine, sir, and the people at YS put forth a wager that you probably have it, sir, so will you fill me in, sir, please, sir, give it to me."

No sooner had I emitted these words, than I was dragged over the counter, my nose was jammed in the till, I was poked in both eyes by Mars bars, and then had a Curlywurly curled around my wurly. You see, the 'chap behind the counter' was actually a woman!! So I claim a Trainspotter Award, 'cos you said she was a chap!

Al Swollen
Belle Vale, Liverpool

Honestly, if we said "Go and jump in a fire" would you do it!? What are you doing with that petrol and those matches? No, WAIT!! **Ed.**

TWO DS OR NOT TWO DS, QUACK IS THE QUESTION

I am very unhappy! You have spelt my beloved friend's name wrong! In ish 46 you spelt Edd the Duck's name 'Ed' (like, there are two 'D's in his proper name). Since I am an expert of this fine little creature, I would be delighted to accept a Trainspotter Award. Okay?

Byee!

Jane 'Edd the Duck's Chum' Elliot
Carnoustie

PS Long live Whistlin' Rick! (By the way, is he married? My friend wants to propose!)
PPS Is it possible to receive a most swoonsome photo of yourself!?

Just give me a second to understand this. Your friend, Edd the Duck, wants to propose to Whistlin' Rick!? Well, there's a slight problem here (ignoring the basics, like 'Does Rick want to marry a green duck?') which is that he's allergic to feathers! Anyway, since I am not a victim of this ailment here is a picture of me 'left holding the baby' at a recent royal garden party. Hope you like it! **Ed.**



WONDERFUL WORLD OF SPECCY

Let's go down Italy way this month, with a visit to that merry old land of spag bol and Sabrina! Olé!

I've noticed in your Letters corner somebody has never spoked about soccer. Here in Italy is the most famous sport. Personally I am a supporter of Bologna FC, not celebrated as Milan or Inter I know but I think is the greatest (very impartial). In your country I like Millwall, especially Tony Cascarino (paid £220,000 from Gillingham in June 1987, I'm informed, isn't it). Not a bad team considering the last year was in second division. However I hope to see in Italy soon Liverpool or Arsenal. But I don't write to tell you this, but to put a question, that is tormenting me incessantly, to you:

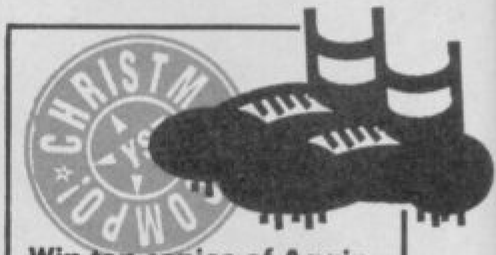
WHO IS EMLYN HUGHES?

In every English football mag I can read something written by EH, particularly Emlyn's verdicts (and ever wrong) and now a football game for Speccy with his name! Pliis! Tell me who is:

a) A retired football player?
b) A drunk journalist?
c) The Lord Chancellor?

Maurizio Gallina
Milano, Italy

You're nearly there, he is in fact a former Liverpool and England captain no less! No, we jest not! Nowadays, he's probably better known for his columns, his sports quiz captaincy and saying "Eeeh Ah can, David, Ah can! Ah know this one, Ah know it!" **Ed.**



Win ten copies of Again Again's *Australian Rules Football*!

14. **What shape is an Australian Rules Football?**
a) Round
b) Square
c) Sort of an inflated egg shape with rounded ends

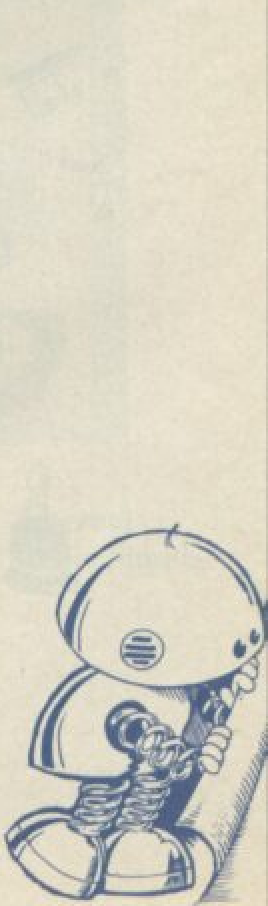
Now bundle on over to page 98 and fill in the answer.

M.G.T.

MILES GORDON TECHNOLOGY pl



SAM coupé

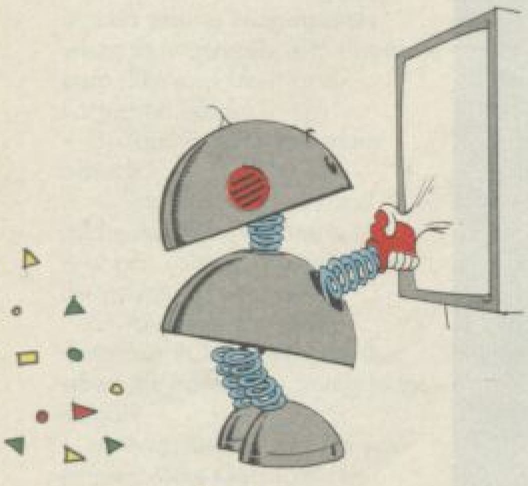


SO WHY DO SPECCY OWNERS NEED THE SAM coupé?



You've been building up your Spectrum software collection for years. You want a computer with better sound, better graphics, more power - but you don't want to lose your software.

The Coupé is the computer for you. Four screen modes with a choice from 128 colours, a six-channel stereo sound chip, 256K RAM (expandable to 512K) - yet by actually slowing the Coupé down, we allow most of your 48K Spectrum software to run in the Coupé's level 1 mode.

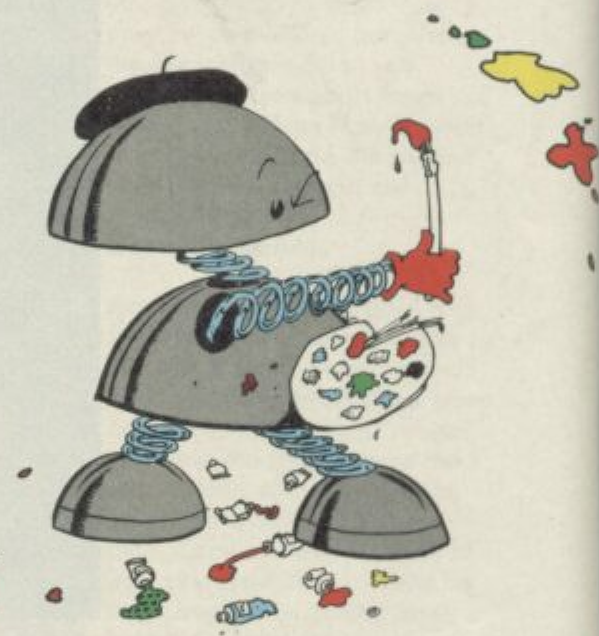


Growth

You never stand still with a computer. You're always learning, always growing, always wanting to do more. With the Coupé, your computer can grow with you.

Memory can be expanded from 256K to 512K. One or two 1 MB disk drives can be added. There are output ports for almost everything we can think of, and an expansion connector for things that other people develop later. And all of it simply slots in - no screws, no soldering, no hardware expertise.

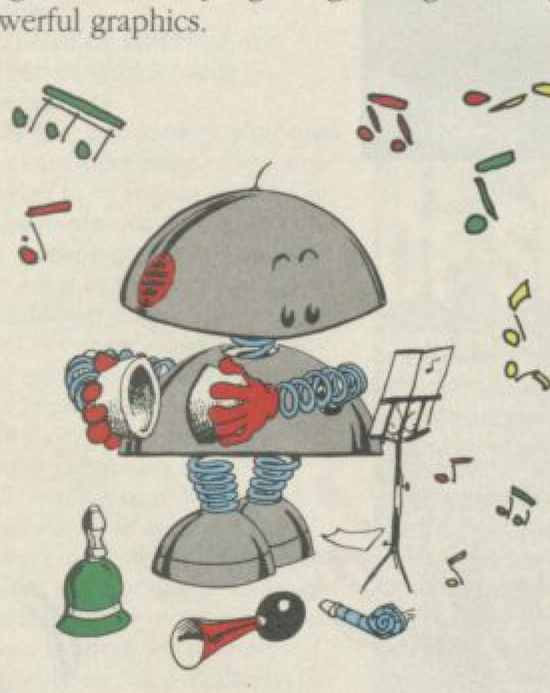
Graphics



See the full range of 128 colours on an ordinary TV set. Or better still, use a video monitor for really high definition. Best of all, use a modern TV with SCART to get the quality of a monitor on an ordinary TV set.

The Coupé has four graphics modes. Even at the lowest level - Spectrum emulation - you can change the colours in the the software to take full advantage of the palette. In modes 3 and 4, you can display up to 16 colours per line, a different colour for every pixel in a 256 x 192 pixel display; or have an 80-column 512 x 192 display for word processing and spreadsheets.

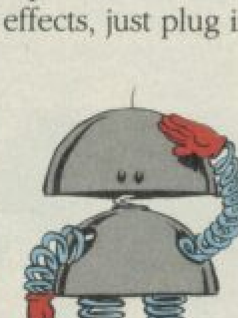
And free with the Coupé comes FLASH!, a software package by ace Swedish programmer, Bo Jangeborg, designed to give you total control over these powerful graphics.



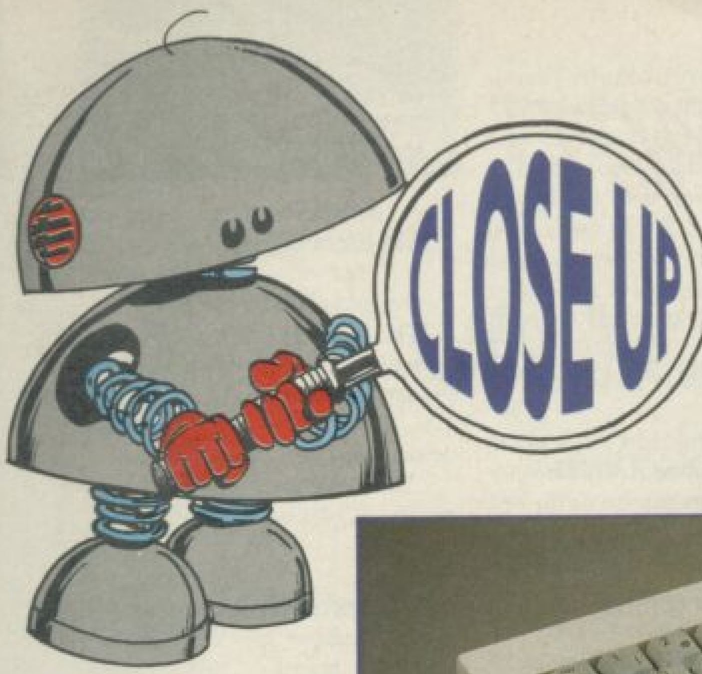
Music

There won't be a better buy for all you aspiring electronic musicians. The Coupé features a full implementation of MIDI - MIDI In, Out and Through - with 16 channel capability, and MGT is promoting a full range of MIDI support software. Better still, the Coupé features an 8 octave, 6 channel stereo sound chip. For sensational sound effects, just plug in your headphones.

Play it again SAM!



SAM. No, the computer's not called SAM, it's called the Coupé. This is SAM - he's the character who will guide you through the manual.



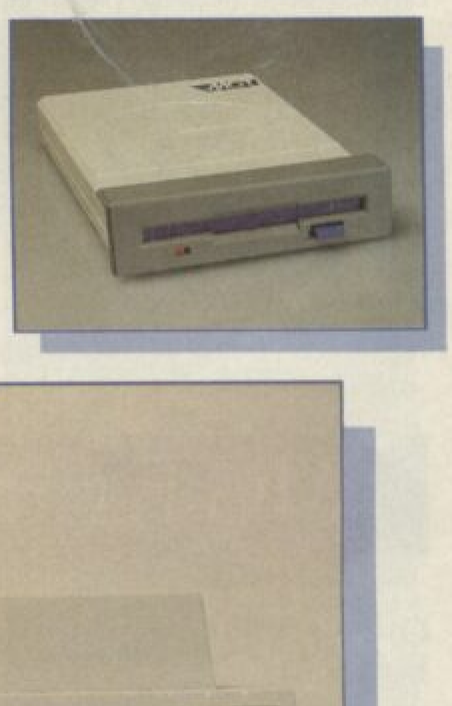
coupé

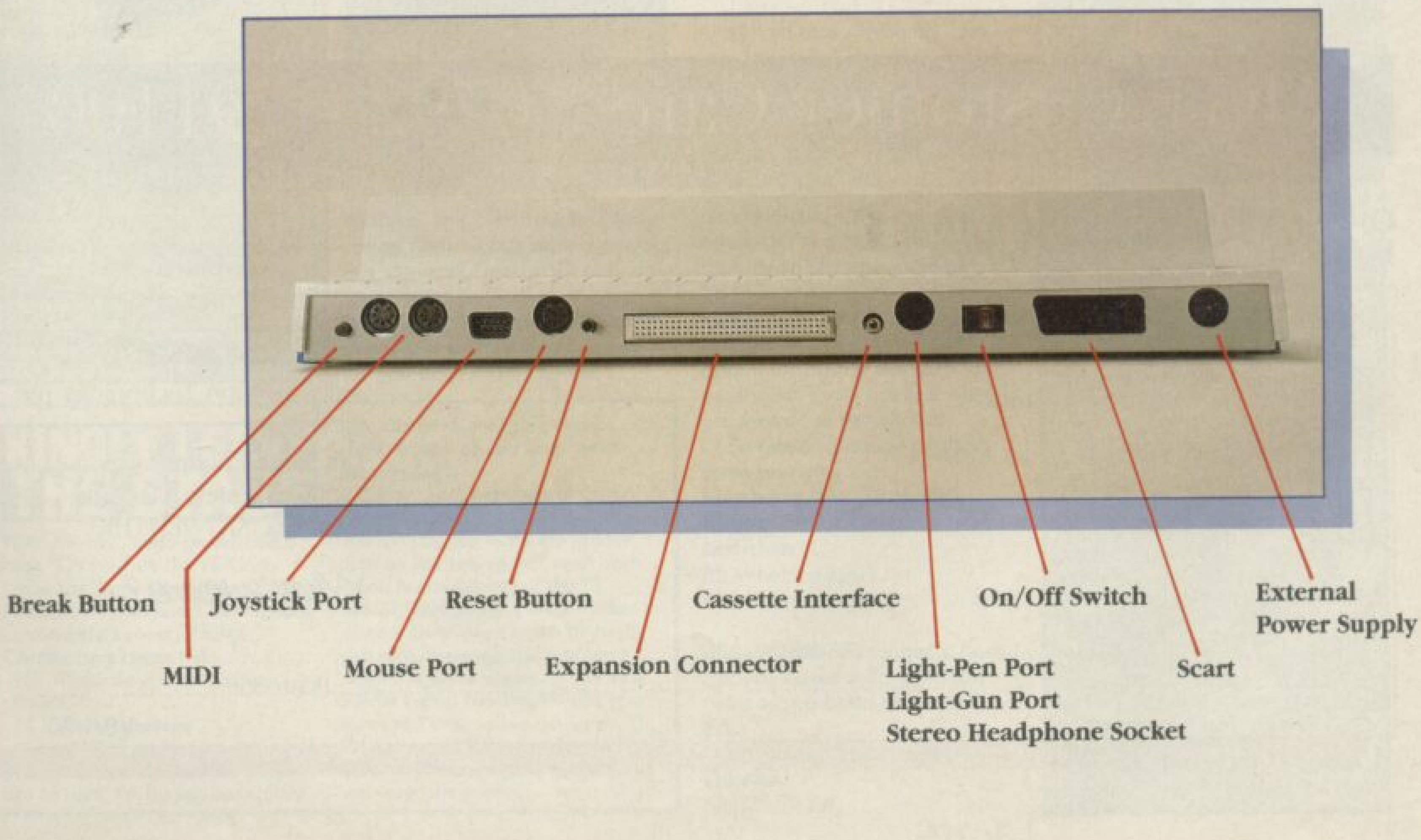


A 72 key full-sized, full travel **Keyboard**, designed with a professional feel. The keys are "soft", allowing you to re-program and re-position them if you wish. On the right, there are 10 function keys, which double as a numeric keypad.

The basic model of the Coupé comes ready to work with software loaded from a standard cassette recorder. But you can also add one or two 1 MB 3.5" **Disk Drives**. These are ultra-slimline drives from Citizen in a special case which allows you simply to slot them in when you're ready.

The Coupé's slot-in disk drive





A SAM atter of FACT

The Coupé costs £169.95

(including VAT).

This is the basic model, and you can add on - just as soon as you're ready:

- 1 or 2 Disk Drives
- An extra 256K of memory
- Special communications interfaces - RS232 and parallel
- The MGT Mouse

And MUCH MUCH MORE......

Ask MGT's Customer Care people.



The MGT Customer Care Team - and friends.

The Coupé will run most of your 48K (but not your 128K) software. Which titles? Ask the MGT Customer Care people.

And guess what? You can even change all the colours in your current games.

Watch out too for the brand-new Coupé-dedicated releases from US Gold, Codemasters, Activision....and the list is growing.

Where can you get the SAM Coupé? Well there'll be some in the shops before Christmas. Call the Customer Care department and they'll tell you where to go and what to do.

MGT Customer Care 0792 - 791100

Or send this coupon with a large SAE. Tick off the boxes.

Please send me

☐ Details of my nearest stockist

☐ The full price list & order form

☐ A brochure.

This is our address...

Miles Gordon Technology plc.

Lakeside. Phoenix way
Swansea Enterprise Park
Swansea. SA7 9EH. UK

What's yours?

Name.......................................Address.......................................

....Postcode.......................

YS/1/90

Letters

belonging to Whistlin' Rick Wilson. That should make the Earth safer!

3) If Davey boy tries to sing ever again, make him eat so much paper that they'll have to re-cycle him into something more useful!!

And there you go! You'll be so 'green', you'll never be 'blue' again. (Get it? Get it? Oh, never mind!)

Laurie Smith
Ripley, North Yorks

PS This letter was written on re-cycled paper, so there!

And very tasty it is too. (Scoffle munch!) **Davey.**
Of course we're green — green with envy of your horrid pink stationery! **Ed.**

FISH AND TIPSHOP

The other night, while playing your ber-rilliant demo of *Power Drift*, my telly blew up! Using my neat little fingers, I fixed it, but the casing was well and truly busted. So I made a case from some ripped-up YSs and chicken wire. All was well until later that night when I heard some rather spooky loud splashing. Guess what!? My fish were reading me flippin' YS from their bowl which was on top of the telly!

Next day, I rushed to the shop to get Tim and Tom their very own copy of YS. So, there you have it! I bet you didn't know fish read your mag too, did you?

Simon Durso
East Sussex

PS Blip, blob, blib, blob. (Tom.)

Well, that's absolutely incredible!! Your fish have got the same names as mine! **Ed.**

TO BALDLY GO...

Yo, YS! The long wait I endured for my YS badge was well worth it, 'cos I eventually received an exclusive YS goody bag. Unfortunately, when I opened it on the living room carpet, Duncan's fag end fell out and emptied tobacco everywhere! My mum says she'll kill him if she ever sees him! So watch out, Dunc, for a killer mother wielding a customised hoover! I tried Grecian 2000 as you suggested, and I am now bald (photo enclosed). Oh, and thanks for the playing card you sent me. It was quite a coincidence because I had recently lost that particular card from my own pack. Now I have replaced it, so I have a whole set once again. Thanks a lot, YS!

John 'Pom' Pickney
Southampton



I'm sorry for the delay in sending your badge to you, and for the detrimental effect on your coiffure! Still, that beautiful lady called Fortune has smiled on you, has she not? I mean not only do you have your badge at last but you also have a complete set of cards and loads of dosh saved on hair care products! **Ed.**



Win two tickets to any Home International soccer match* or a complete range of software from those sporting fanatics at D&H Games!

15. What is the name of Scotland's International Stadium?
a) Bannockburn
b) Hampden Park
c) John O'Groats

Now boot through to page 98 where you can write your answer.

*** D&H will need three months advance notice of the match you choose.**

NEAR DISASTER AT WHISTLIN' GIG!

The other night I took my copy of Whistlin' Rick's *Hold My Hand Very Tightly (Very Tightly)* to our local dancing bar and asked the DJ to play it. Guess what? The entire crowd went hatstandishly mad and berserk, wacky and funky, and all the inhabitants of the city who could hear us sing and dance joined in! Everybody forgot their daily problems and started dancing to the rhythm, whistling and singing the sampled 'ho... ho... ho... hold my hand very tightly' and doing (Casio SK-1) sampling impressions. In the end it was so crowded that people started stepping on each other. Many were wounded, and it looked like it could turn into a real YS massacre. I thought it would be best if somebody put an end to this potentially dangerous situation. I managed to make my way across the dancefloor, get to the tape recorder, and take the tape out! I became a hero. I had saved many lives. Three times "Hooray!" for YS. It has made me a hero!

Martin Van Spanje
Heemstede, Holland

And three times "Hooray!" for you, for saving Whistlin's fans. He needs all the support he can get! **Ed.**

YOU MUST BE JOCKING!

I am complaining about the racism displayed in issue 44. Just because I'm a Scot and you're an English pig (a psycho pig, har, har) I huv bin waiting over a month now for the non-existent badge. Where is it, ya drut?! Boom! Oops! My stomach just exploded! Want tae ken why? I just looked at yer photie!

So geeze a badge or the three gemmes.

Graham 'Funkadelic' Clark
Lothian

PS What's a jock?
PSS I hate yer guts!

Blimey! How did he get in here again?! Funkadelic, eh? Now there was a band and a half. **Ed.**
"One nation under a groove." **Davey.**
SHUT UP! **Ed.**

SMALL PRINT

Please will you give T'zer a big kiss on my behalf, and tell me what her reaction is?
Robert Wilkins
Carmarthen
T'zer! Can you come here a mo? (Attempted snog!) **Ed.**
Eurgh! (Krack!!) **T'zer.**
Dank's berry buch por dat duggestion. Dow I bust bush ob doo Kaduoldee to hab by dose but ib a sblint. **Ed.**

You probably don't believe this but I have a friend who doesn't like the Freescape® games!
Andrew Whittaker
Thatcham, Berks
You're right, we don't believe it! **Ed.**

KINDLY LEAVE THE STAGE

With a hearty 'mega-groan' and a huge "Oh no!!" it's the YS Kindly Leave The Stage Gong Show Crap Joke Corner. And here's this month's contestant! It's young **Philip Chuter** from Herne Hill.

Q. Where do you keep your armies?

A. Up your sleevies!

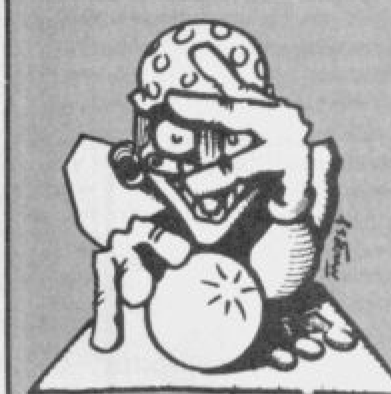
Gong! (*That joke is so old it makes JR Hartley look like Jack the Nipper. Ed*) All right, I'm feeling benevolent, you can have one more chance...

Q. Where do you keep your buccaneers?

Gong! That's enough of that!

Reckon you can make the grade? Reckon you can spread mirth and good humour amongst the YS team? Have you got what it takes to have a belly laugh at the blatantly not very amusing? You may have what it takes to appear in the next Kindly Leave The Stage! Send your jokes to Kindly Leave the Stage, YS, 14 Rathbone Place, London, W1P 1DE. A YS badge goes to the writer of every joke printed!

OOH, YOU POOR DEAR



Dear Madame Pico,
I am very depressed. Everyone thinks I'm really together and a very happy person, but in fact I'm not. You see, my job brings me into contact with a great many letters describing people's problems in intimate detail. Can you imagine how it feels, day in day out, to have to read all about people's traumas and heartbreaks?

I never wanted to be an agony aunt – I always fancied myself more in the role of Jacques Cousteau. Yes, underwater exploration was always my forté, but in these troubled times when jobs don't grow on trees one has to make a living whichever way one can. There were no vacancies in underwater exploration, and one cropped up simultaneously in the agony aunt line. So I went for it. Yes, the money's not bad and I do get a lift from helping people out, but I don't get the thrill of bobbing along on the bottom of the beautiful briny sea, or the chance to get a closer peek at the plants and creatures of the deep. In short, I think it would be grand to dance upon the sand. Please advise.

Auntie Madge
Peterborough

Oooh, you poor, poor dear, you really couldn't imagine just how much I feel for you. I'm not sure though, lovey, that you have a very accurate grasp of what undersea exploration actually entails. Yes, it has its glamorous side, but the murky depths are also fraught with danger. I mean, do you really think you could cope with 'the bends'? Let me tell you, lovey, maybe you would be better to take things in easy stages. Do you know where I find solace when I've had a harrowing day behind the crystal ball? In my tropical fish tank! No, no, lovey, not actually inside it! Rather, spending my time in front of it, watching my little candiru (or Willy Fish) swimming about merrily.

Win £100 Worth Of Games!!

YS Reader Survey

Is *YS* better than three pounds of full clotted cream Devonshire fudge? Or is it as useless as being last in the showers when the plughole's blocked?

It's been bloomin' ages since we last did one of our world famous reader surveys. In fact (prod prod), it's been knocking on for two years now! Quite a lot's changed since then of course (we've got a new Ed, there are Smash Tapes on every ish, *Pssst* has replaced *Frontlines*... we could go on), so it seems about time we asked you to sound off about good old *YS*. What's going down well, what's a bit dodgy, and what's blinking great – that sort of thing.

Well, here's your chance to tell us!

Simply snip out the page (or take a photocopy if you don't want to wreck the mag), then rack your brains to write down your answers to the quezzies below (yes, every last one!). Then send it to us at the address below before 12th January because (and this is the best bit) that's when we're going to pull one entry out of the *Your Sinclair* hat to win a bumper bundle of software and *YS Superstore* goodies! Worth over £100!! You can't afford not to!!

PART ONE (ABOUT YOU)

1) How old are you? ....

2) Sex?
Male ☐ Female ☐
(Write 'Yes please' and there'll be no prize for you, matey!)

3) Are you...
Still at school? ☐ In higher education? ☐
In full time employment? ☐ Unemployed? ☐

4) What kind of Speccy (or Speccies) do you own at the moment?
The rubbery one ☐ Spectrum +2 ☐
Spectrum + ☐ Spectrum +3 ☐
Spectrum 128K ☐ Don't own a Speccy at all ☐

5) Are you planning to buy another computer or console in the next six months?
Yes ☐ No ☐

If so, what?
Any Spectrum ☐ Nintendo ☐
Atari ST ☐ PC Engine ☐
Commodore Amiga ☐ Sega Megadrive/Genesis ☐
SAM Coupé ☐ Konix ☐
Sega ☐ Other ....

6) If you do buy something else, what will you do with your Speccy?
Still use it quite a lot ☐ Sell it ☐
Still use it occasionally ☐ Pass it on to somebody else ☐

7) How many full price Spectrum games do you buy a month? ....

8) How many budget Spectrum games do you buy a month? ....

9) What are the other main things you spend your money on? ....

10) Where do you buy your games?
Dealer ☐ Mail order company ☐
Other ....

11) Have you ever bought anything on mail order from an advertisement in *YS*?
Yes ☐ No ☐

12) Have you ever had a bad experience with mail order? If so, what happened?
....

13) How long have you been reading *YS* for?
1-2 issues ☐ 7-12 Issues ☐
3-6 issues ☐ Ooooh, ever since I can remember ☐

14) Which other computer mags do you read?
Sinclair User ☐ *ACE* ☐
Crash ☐ *Games Machine* ☐
C+VG ☐ *ZERO* ☐

15) Which non computer mags do you read?
....

16) How do you obtain your copy of *YS*?
Subscription ☐ Delivered by newsagents ☐
WH Smiths ☐ "At the corner shop." ☐
John Menzies ☐

17) Have you ever had any problems getting hold of an issue of *YS*?
Yes ☐ No ☐
If so, what was it?
....

Now clip out this page (or a photocopy) and send it to *YS* Reader Survey, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And remember! Get it to us before January 12th for a chance at the prize!

PART TWO (ABOUT *YOUR SINCLAIR*)

1) Rate each of these regular *YS* features out of ten, giving ten if you think it's megabrill, and one if you'd rather 'jack'.

Smash Tape Spread	....	*Tip Cards*	....
Megapreviews	....	*Bargain Basement*	....
Compos	....	*Adventures*	....
Reviews	....	*Program Pitstop*	....
Pssst	....	*Slots Of Fun*	....
Letters	....	*Input Output*	....
Rage Hard	....	*Superstore*	....
Tipshop	....	*Future Shocks*	....

2) Are there any new features you'd like to see introduced to *YS*?
Yes ☐ No ☐
If so, what?
....

3) Which single article in *Your Sinclair* have you most enjoyed this year (eg features, reviews, Megapreviews)?
....

4) And which did you think was the biggest load of rubbish?
....

5) What do you think of our current games rating system?
Good ☐ Useless ☐
OK ☐

6) How would you improve it?
....

7) In just a few words, how do you rate *Sinclair User*?
....

8) And *Crash*? ....

9) Have you ever bought anything from *YS Superstore*?
If so, what was it? ....

10) Would you still buy *YS* if it didn't carry Smash Tape cassettes?
Yes ☐ No ☐

11) Would you prefer the magazine to be cheaper, say £1.30, but without a cassette, or £1.70 with a cassette?
£1.30 Without ☐ £1.70 With ☐

12) Over the last six months has *YS* noticeably...
Improved? ☐ Stayed about the same? ☐
Got worse? ☐

13) Have you any other suggestions or comments to make about *Your Sinclair*? (If there isn't enough room here, how about writing it down on a separate piece of paper?)
....

And there we have it! Just so we know where to send your prize should you win, fill in your name and address below.

Name ....
Address ....
.... Postcode ....



Tintin On The Moon

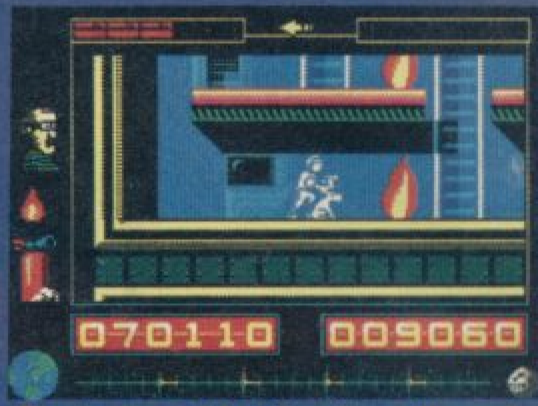
Infogrames/£9.99 cass/£14.99 disk



Davey Ah ha! At last a French game that I can relate to! I mean, let's be frank, most French games are really weird!! (Which isn't necessarily a bad thing of course – in fact it can make for a refreshing change!) But *Tintin* is most certainly not weird. It's a true-to-the-original, hum-dinging, blistering barnacle of a game, and I like it lots!

Tintin, as if you didn't know, is a comic character who's bigger in France than eau mineral! Created by Belgian comic artist, Herge, Tintin's escapades are related in a huge library of books. Two of the best, *Destination Moon* and *Explorers On The Moon*, were written in the 1950s and basically had our hero experiencing all sorts of rum goings-on as the first boy on the moon. As if you haven't guessed, these are the inspiration behind Infogrames' *Tintin On The Moon*.

The game starts with an animated sequence where the rocket blasts off from Terra Firma. Then it's up to you. There are five levels, each comprising two separate parts. First you fly the space rocket, viewed from behind, through a field of meteors zooming towards you, collecting coloured spheres. Yellow ones will give you extra fuel, whilst red ones give extra points and, after you've collected eight, access you to the next part. Here you get to play Tintin himself, as you dash about inside the rocket trying to foil various attempts at sabotage. Yep, there's a traitor in the crew. Just like the nefarious Dr Smith in *Lost In Space*, Tintin has the dastardly Colonel Boris Jorgens to contend with! He's dashing about lighting fires, setting bombs, tying up crew members, and even shooting at you! In the second part of each level, you have to dash about, collect a fire extinguisher, put out fires, find the bomb(s), and release anyone who's tied up, all the while avoiding the dastardly Jorgens. You can use the extinguisher on him, which will result in him being trussed up, but you can be sure he'll escape! If he shoots at you you'll end up unconcious and lose valuable time!

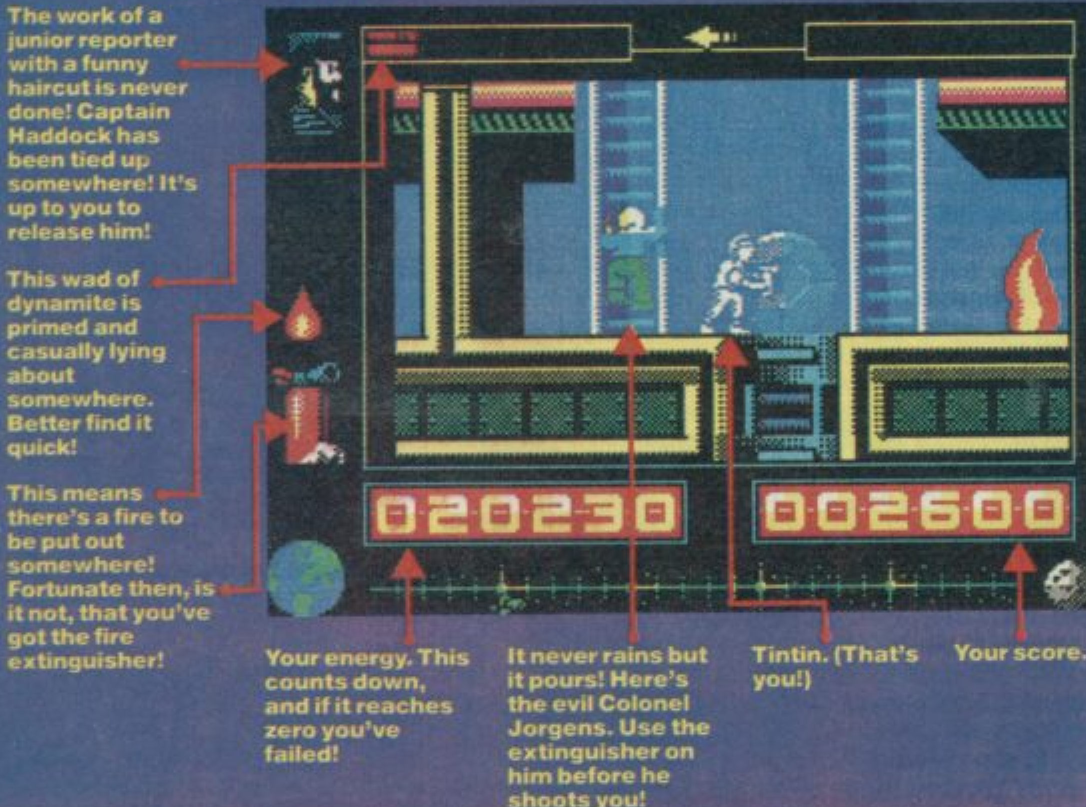


Thanks, Snowy! And three times 'Hooray' for Tintin! That's one pesky fire put paid to!



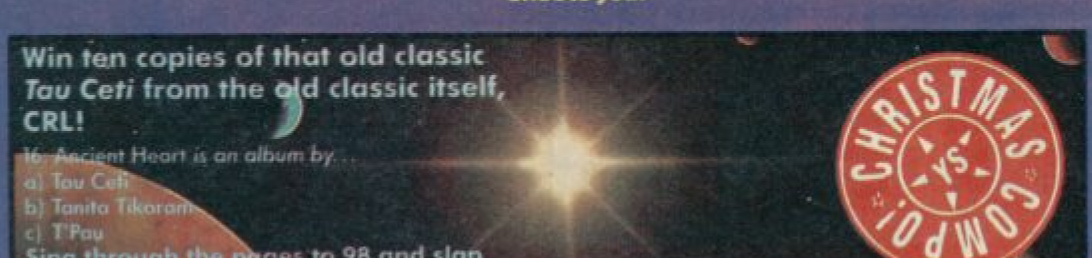


Jumping Jupiter! There's more rock here than in the summer season at Southend! Watch out for those yellow and red spheres though, they're what you've got to collect!



All the characters are here walking about, including Captain Haddock and Professor Calculus, not to mention Snowy the dog (except he doesn't walk about, he just stays in one place and yaps!), and the whole thing has been crafted to be very faithful to the original. The Speccy version has been coded by those Probe people again (the guys responsible for the forthcoming *Dan Dare III* amongst others) and, bearing this in mind, you won't be surprised to hear it's very slick and colourful.

In conclusion then, *Tintin*'s a great game, one that does justice to its licence. It's faithfully programmed and very addictive. Unfortunately, there's a catch. The problem lies with the game size and the level of difficulty. I played it about four times and managed to reach the fourth level. Once you get through the fifth stage and land on the moon the game is over. This is going to affect lastability and value for money, which is a shame because had the game been fatter I'd've Megagamed it.





finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
50°	85°	80°

DIAGNOSIS

A lovingly crafted arcade adventure that's both playable and addictive. Suffers from smallness of game size and lack of difficulty.

INSTANT APPEAL 90°

PICTIONARY

Domark/£14.99 cass/£19.99 disk

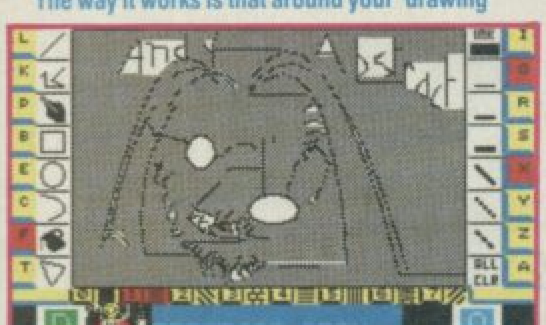


Andy If in doubt, doodle. That's what I always say. Sitting in a Neanderthal cave with only a pesky sheep for company? Get doodlin'! (And they did!) Got 9,761 nuclear warheads heading straight for your key defence installations and major cities? Get doo... (Whoops, too late.)

Yup, a doodle a day helps you work, rest and play. And, lo and behold, if Domark hasn't come along to satisfy our very needs. Much to the relief of school books everywhere, *Pictionary* is a board game conversion in which you scribble away to your heart's content, drawing descriptive pictures of words, which your partner has to decipher.

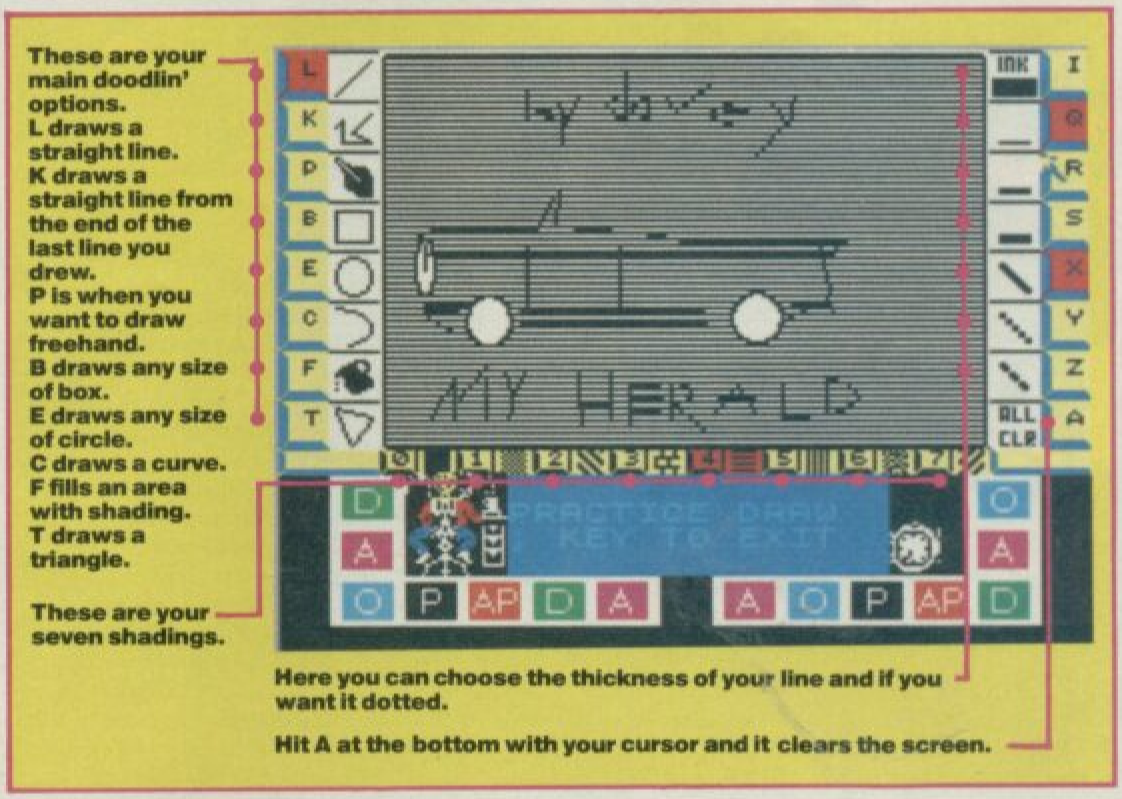
So how do you play it? Well, first, to all the dimmocks out there, I have only one thing to say. *Please* take your felt tips AWAY from the TV screen. Right, now throw them away, you won't be needing them. You see, *Pictionary* comes complete with a nifty art package, needing only the addition of your fingers and a keyboard to originate the most splendiferous of graphic designs. (Mind you, you pay through the nose for it. Just look at those prices!! £14.99 and £19.99?!? Are we being scrooged or what??)

The way it works is that around your 'drawing board' are various 'palette' icons. The ones on the left are the 'dominant' commands from which you choose, among other things, your straight lines, circles, boxes and bends. These determine the size and shape of your image. The ones on the right give you thicknesses of line and (if you want) how many dots you'd like it to be made up of, while across the bottom are seven types of shading with which you can fill in your objects.



And this is one I made earlier.

All fine and dandy, I hear you say, but what about the game? Well, there are two ways to play — either let the computer have all the fun by drawing the pics itself so you guess what they mean (obviously a variation away from the original board game), or the DIY (Doodle-It-Yourself) version. No prizes for guessing which is the crap one (it's the one for which the computer does the drawing itself, of course). Why's it so rubbish? Well, it's too easy to cheat for a start. Once you've sussed out what the computer is trying to draw, all you have to do is tell it to stop the clock, watch it complete the sketch, then wait for it to throw up a word, which you have to reply 'Yes' or 'No' to. Since (when I played it) the word it threw up was always the correct answer (so your answer was obviously always going to be 'Yes') I think you'll agree we're not exactly witnessing the lauded art of Hitchcockian dramatic tension here. Still, the good news is it's loads better when you're playing with friends. At least then you get the opportunity of kicking them up the bum when they cheat. And even when they don't (if that's your bag).



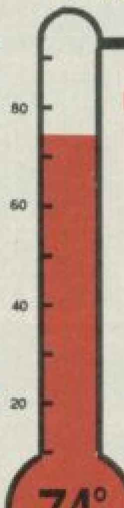
Right, now on to the 'Doodle-It-Yourself' version, and it's loads more interesting. I was going to explain exactly how this works, but it would get far, far too complicated (though once you're actually doing it, it becomes a lot more obvious). You need at least four people — you and a partner (who has to identify the pictures you draw) plus a couple of opponents. Once you've got this many together, though, it's difficult to see what you gain by playing the computer version of *Pictionary*. I mean, wouldn't a traditional board be better? That way you can all sit around in a circle instead of huddling in front of a TV screen, and you wouldn't have to keep explaining to Granny what keys to press.

In fact, mastering the keyboard commands can impose a degree of cat-strangling frustration while you're learning (which, in my case, took blooming ages). The reason traditional board versions of things like *Pictionary* are so fun is because they're all rather spur-of-the-moment and jolly and communal, but introduce A COMPUTER and not only does it take an age to load, but half the people won't be able to work out how to play it anyway.

But all is not lost! There's still the Practice option, which — unburdened by time limits — gives you free reign to draw pwetty pictures *ad infinitum*. There's rather a neat art program in here somewhere, so if you are a dab hand at sketching there's no reason why you can't go and create some pretty spiffing and complex computer images. Get yourself a printer and you're laughing.

So, what's the verdict? Well, it's a bit of a Jekyll and Hyde this one, and quite an expensive one at that. I don't think it works well as a game (not user-friendly enough) but if it sounds like your cup of cha then its appeal might be limitless. And as an arts package you can't fault it. (Except it's not in colour. Which is hardly a fault at all, actually.)

For all budding Rolf Harris's, the perfect gift.



finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
81°	90°	67°

DIAGNOSIS

A bit of a dud as far as the game goes but the art package is certainly worth splashing out for. That is if you want to spend this much dosh.

INSTANT APPEAL 56°

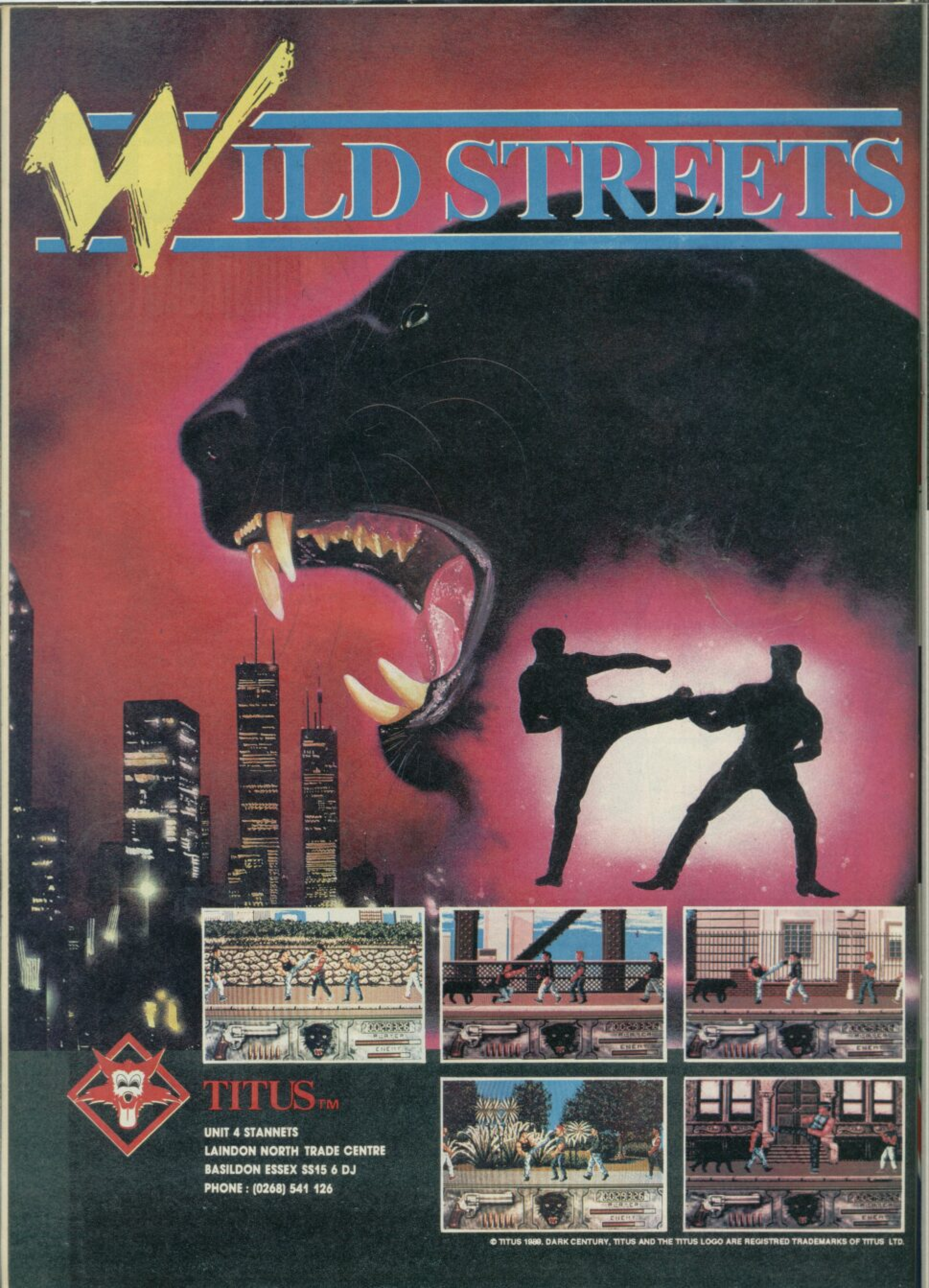


Win ten titanic Titus T-shirts!

17. *Who had a number one hit with* The Lion Sleeps Tonight?

a) Tight As You Like
b) Tight Fit
c) Tight Git

Marvellous! Ease your way over to page 98 and write down your answer.


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HINTS 'N' TIPS

YS TIPSHOP



Bouncing back into the breach, like a well worn shotgun cartridge, it's* Phil Snout*, with more hints and personal potshots from YOU. (Yes you, dummy!)

As I write this I've just come back from my hols in Cornwall. Yes indeed, so if you live in the St Ives or Penzance area, I've probably seen you walking about, or in the magazine shops. Which I probably saw all of, as there are only about nine in the whole place. Did a bit of surfin' in St Ives and I've got the Fat Willy's T-shirt to prove it. And there were people talking in Cornish on the telly. Wow! Sounded like someone gargling with marbles. Still, well cultural, eh? Anyway, I've got a packed show this month, and so without much further ado let's leap into it. (Spring! SPLASH!)

TWIN TURBO V8

First up this month it's **Richard 'Huge' Hughes** with a short tip for the Codies' *Twin Turbo V8*... and very nice too.

When you get to the main screen with the picture of the car and hear the snazzy music, type UNIVERSAL PEACE and you'll have infinite lives and infinite time. PS Can anyone out there give me the codes for the levels in *Aliens* The US Version?

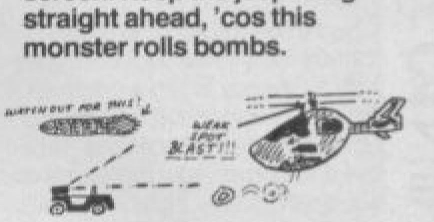
Hmm, nice cheat there, 'Huge'. Dunno about those codes though... Didn't we do those in a back issue? How about Smash Tips? P'raps you could ask Dr Berkmann or something. That is unless some other reader knows them! Well? Don't just sit there.

SILKWORM

This is just such a skillo game I HAD to do some more tips on it. And these two folks are so skill... I mean just check out the piccies. Okay, take it away **Kirsten Scott** and **Alex Brook**.

Just thought you'd like to know my friend Alex and I completed *Silkworm* after one day (Puff! Brag!) and we've got loads of important playing tips that you've just GOT to print. Or the world will go barmy! (Ahem.) Okay...

- **For a start, don't use autofire 'cos it's far too slow and you'll have no chance against stubborn obstacles that take a while to blow up. Pounding as fast as you can on your fire button is the only way to stay alive, and ten times more effective.**
- **When you shoot the flat saucer things with the helicopter a bubbly thing appears. Run through it for a temporary shield against missiles, or blast it for a smart bomb.**
- **When the big gooseneck helicopter is about to assemble, shoot the flashing propeller bit for another smart bomb. Shoot the 'copter from above and below when it's assembled. If you haven't already got double fire, this'll get you some.**
- **The big 'mutha' of a helicopter at the end is no prob. Blast its weak spot, but watch out for massive missiles. If you just shoot the weak spot, you can blast it before it's even fully on the screen. Keep the jeep firing straight ahead, 'cos this monster rolls bombs.**



- **NEVER have the jeep shooting itself or you're prone to anything. When the jet fighters come after Level Four, here's how to save yourself...**

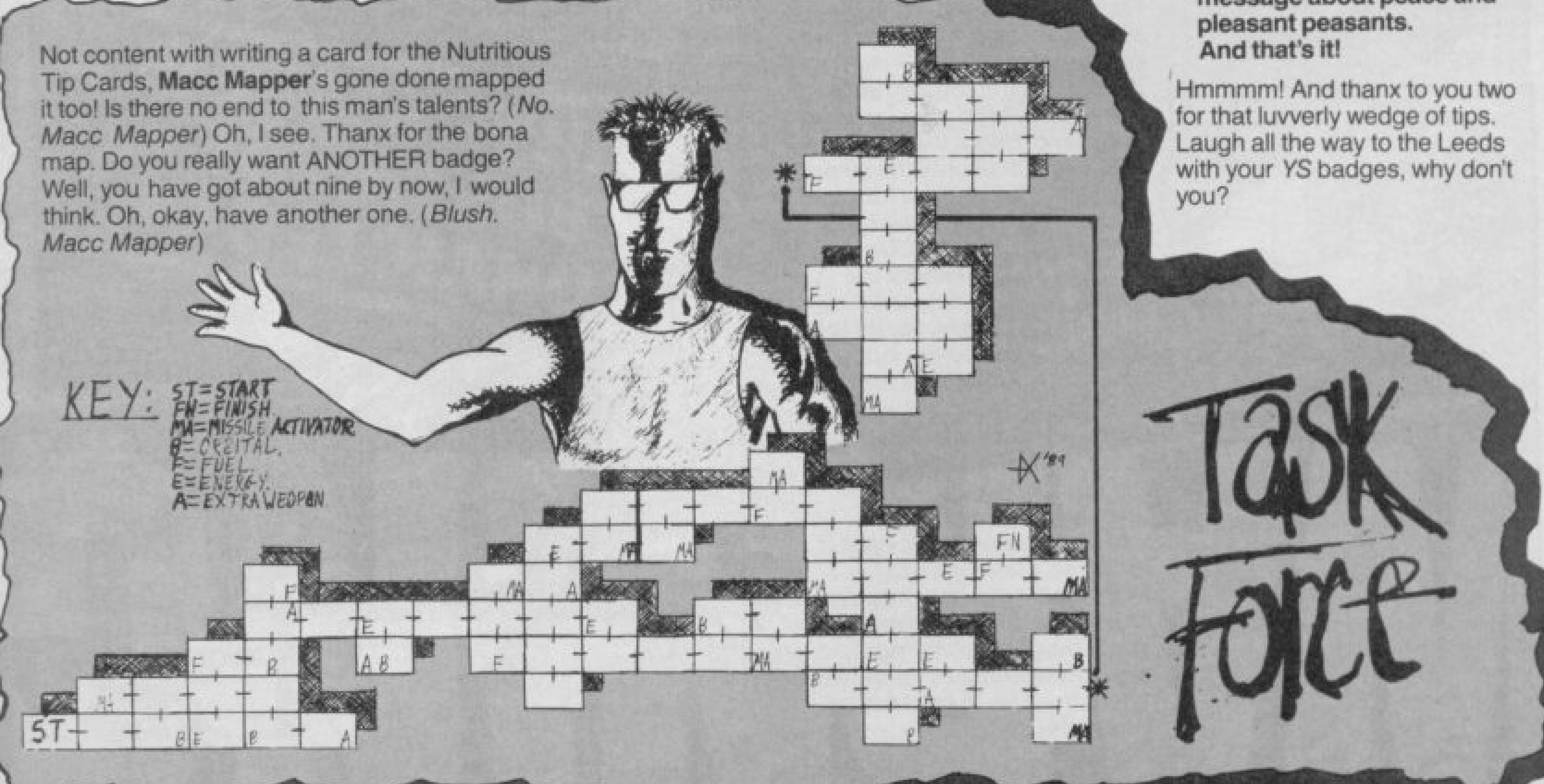


- **If the jeep and chopper stay in the bottom left corner keep firing. Nothing can get them. Beware of the jets on Level Five onwards.**
- **After the eleventh level you get a very nice display and a message about peace and pleasant peasants.**

And that's it!

Hmmmm! And thanx to you two for that luvverly wedge of tips. Laugh all the way to the Leeds with your *YS* badges, why don't you?

Not content with writing a card for the Nutritious Tip Cards, **Macc Mapper**'s gone done mapped it too! Is there no end to this man's talents? (*No. Macc Mapper*) Oh, I see. Thanx for the bona map. Do you really want ANOTHER badge? Well, you have got about nine by now, I would think. Oh, okay, have another one. (*Blush. Macc Mapper*)

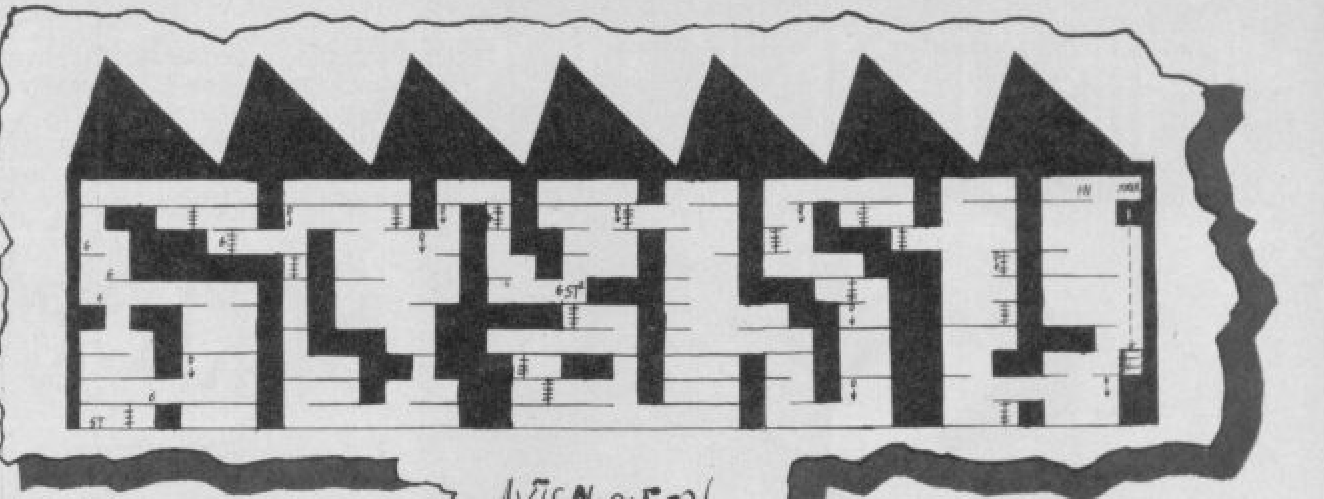


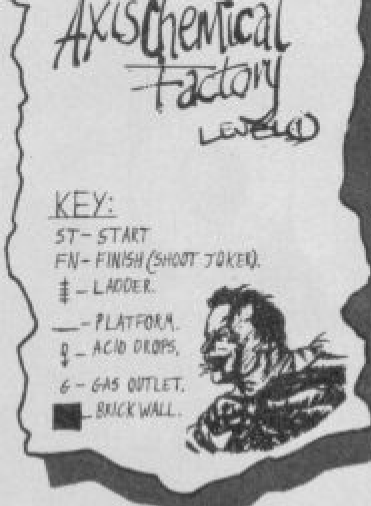
Task Force

TIP O' THE MONTH

Batman the Movie

It had to be the Big Tip this month, 'cos just about everyone with a Speccy in the world had a tip or a map for it. It's amazing how short a space of time people need to complete a big game like this these days... just days in most cases. So without further dithering about, let me thank **John Wilson**, **Richard Hudsun** and **Paul Layte**, **Robert Boyle**, **David Leitch**, **David Munden**, **Max Hedge**, **Martin Burrell**, **Andrew Milroy**, **Iestyn Davies**, **Matt Reid**, **Stewart Johnson**, **Gary Duncan**, **Chris Herbert**, **The Carrot**, **Robbie Pelwenkhan**, and, of course, the illustrious **Macclesfield Mapper**. But before we start, why did **Gary Duncan** tell me "I am writing to tell you about a bug in the Commodore version of *Batman The Movie*. I don't know whether this works in the Spectrum version but..." Hold it right there, pal. This is a Spectrum mag. Why should the tip work? Hmm? I dunno. If brains was dynamite you couldn't blow your nose. Okay, enough of this idle chit chat. Let's see what the Dark Knight has to offer.



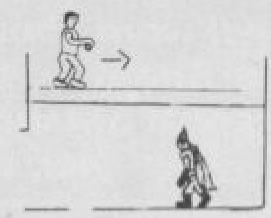


LEVEL ONE

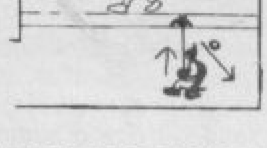
Where possible use a map like the one provided. Don't lose your way and go up all the time. Wait for the thug to go downstairs then fire the batarang at him. Next go to the right as far as you can, then shoot the batrope up and climb. Shoot the thug as he enters the screen. Then fire the batrope diagonal up right and as you swing kick the thug on the screen. Then climb up. Walk away from the thug until he has thrown his bomb, then turn around and hit him with a batarang. Go far left and fire the batrope up and climb it. Go left until you reach the gap, then fire the rope up left and climb. Walk left to the edge of the platform, then shoot the rope up left and climb. Fire the rope to the top and climb. Walk left to dodge the bomb. Walk right until you see a thug. Shoot him then turn left and fire, then turn right and fire again. Walk right 'til you see another thug then shoot him. Go down a level and shoot both thugs. Walk right and drop down a level. Walk right dodging the acid drops. Shoot the rope up and climb. Walk right and shoot the thug. Go down a level and shoot the thug. Walk right on to the platform and go down a level. Walk to end of the platform. Fire the rope up right and swing to the next platform and release the rope. Walk right then shoot the rope up and climb. Shoot the rope up again and climb. Shoot the thug and walk right. Wait until the steam has gone through the tube, and go down two levels. Wait for the thug to walk right. Drop down a level and shoot the thug. Walk right to just out of range of the steam. Shoot the thug as he climbs the ladder. Walk right and fire the rope up and climb. Fire the rope up right and swing into the thug. Turn left and fire up left. Climb the rope. Fire up rope and climb. Fire up rope and climb again. Walk right and drop a level. Fire at thug. Walk right and drop down four levels. Walk right and shoot thugs. Walk far right, turn round and drop two levels. Shoot thug, walk right to just before the drops. Fire up right and climb. Walk left then fire the rope and climb. Shoot thug as he enters the screen, fire the rope and climb. Fire the rope and climb again. Walk left 'til just before the acid drops. Turn around and shoot the thug. Turn around and fire up left. Let go when you are past the drops. Fire the rope up and climb. Fire the rope up and climb. Walk right to the edge of the platform, fire the rope up and climb. Walk far right and drop on to the thug. Drop down another level. Walk right to the edge and fire the rope up right. When you are above the opposite platform let go of the rope. Fall down three levels and shoot the thug. Climb the ladder and walk right to the edge. Fire the rope up right and climb. Walk right to the edge and shoot the thug. Drop down a level and walk far right. Fire rope up and climb. Walk left a little and fire the rope up. Climb up the rope and walk a little right to dodge the bomb. Walk left and shoot the thug. Walk far left and shoot the rope up. Shoot the thugs. Fire the rope up and climb. Fire the rope up right and climb. Shoot The Joker.

To Avoid Grenades

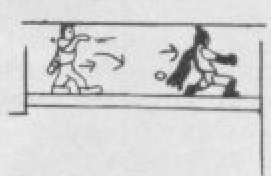
1. Stand still.



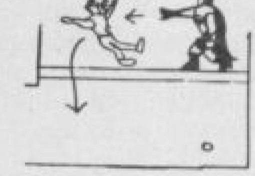
2. When he chucks his grenade bung up your batrope and shoot up.

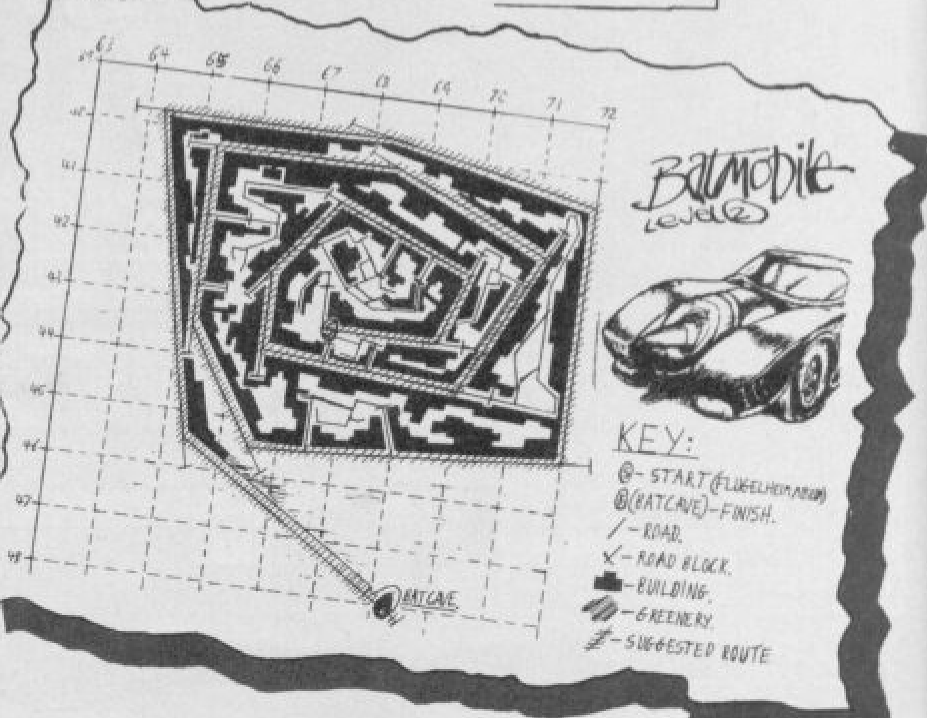


3. When he lobs another grenade, leg it out of the way.



4. Turn round and smack him in the gob with a batarang.







Win ten copies of *Trivial Pursuit: A New Beginning* from Domark!

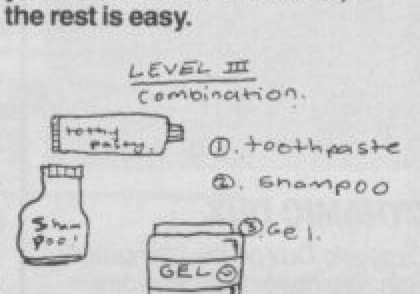
19. *What are the categories on Trivial Pursuit Genus II?*

a) Hats, Shoes, Ties, Slippers, Smalls
b) DH Evans, Arding and Hobbs, Harrods, Derry and Toms, Selfridges
c) History, Sport and Leisure, Geography, Entertainment, Science and Literature

Duuurr! You don't have to be much of a 'genus' to scoot over to page 98 with your answer.

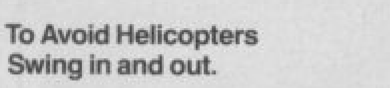
LEVEL TWO
Always try to stay near the middle of the left hand side of the road. Always use the batrope to turn corners. Beware if you mess up at a corner, be as quick as you can to set yourself right. There's always a crazed lunatic in a van right behind you. Never try new ways of turning on this level. Master the use of the grapple unit. Keep your finger on Accelerate all the time. The entrance to the batcave looks like a wall, and you must drive into it.

LEVEL THREE
Make a chart with a tick at the top of one column and a cross at the top of the other one. First off, find two objects that do not contain any Smylex compound. Put their numbers in the cross column. Then test all the others by selecting the two you know contain no Smylex, then another one. If it does contain Smylex, put it in the tick column. If not, put it in the cross column. When you have three in the tick column select all three and you'll have finished the level. Always pick the GEL as it appears in every set. Don't panic, as soon as you have the first two items, the rest is easy.



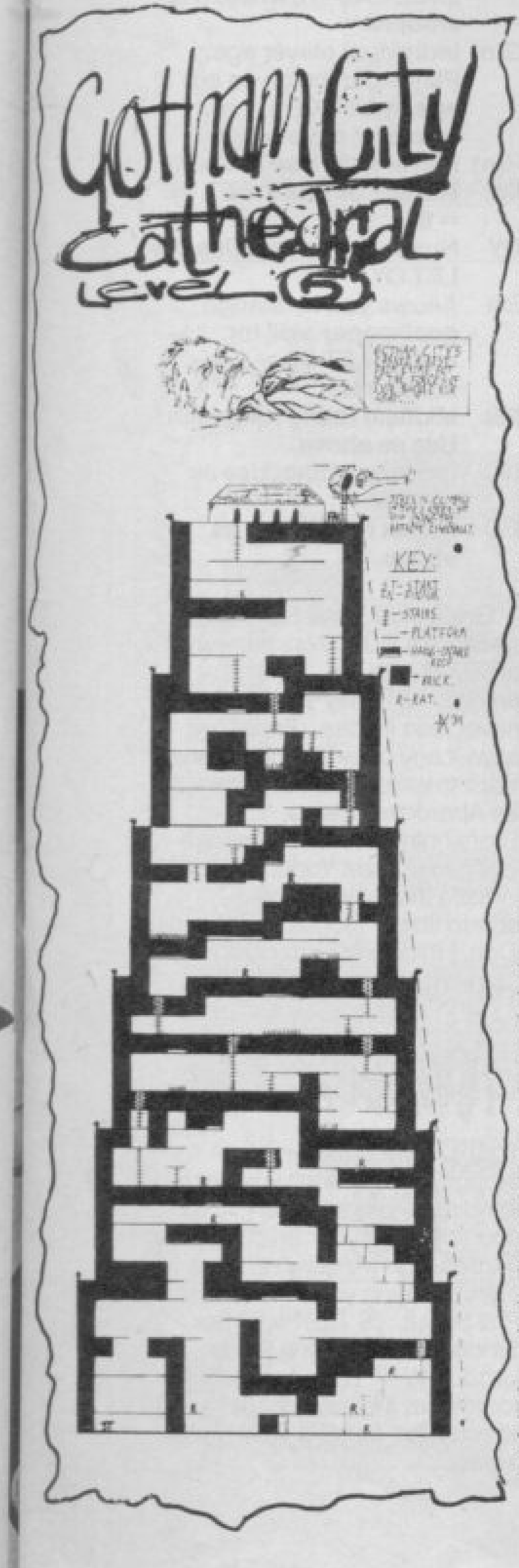
LEVEL FOUR
Try to stay near the middle of the screen and tear the ropes of the Smylex balloons, but when the helicopters come in go to the bottom left-hand side of the screen then zoom up to the right, then back to the bottom left-hand side. Watch your shadow and their shadow. Don't avoid the balloons as they will burst and you will lose lots of energy. With moving balloons, go right to the back of the screen, wait 'til the balloons are just starting to move up then cut their strings.

To Avoid Helicopters
Swing in and out.



LEVEL FIVE
Beware of rats, hand grenade throwers and especially watch for the disappearing floors. When you are on one run quickly to a fall (never use your batrope here). If you are too slow the worse that can happen is you'll fall to your death, or fall on to spikes and die. Always go up, only go down if necessary. When you get out into the open, shoot The Joker before he gets to the top of the ladder and watch him fall!

Absolutely wonderful guys. Brillo. Batman would be proud of you, my little Robins. (*Tweet ruddy tweet. Ed*)





Win one of five copies each of *The General, Invasion Force* and *Austerlitz 1805* from CCS!

20. *Which of the following was a Napoleonic battle?*
a) The Battle Of The Little Big Horn
b) The Battle Of The Bulge
c) The Battle Of Borodino

Magic! Now march on over to the coupon on page 98 to fill in your answer.



GRANGE HILL

David Harbinson, you may remember (or you may not), was perilously snagged up in this golden oldie. Enter **Vinny Maggio**, a name so redolent of the mean streets of New York that it's a disappointment to find that he comes from near Worksop. Never mind — take it away, Vin.

"Give the bone to Rolf. Pick up the false teeth. Drop history book, and drop fishing rod. Enter next screen. Be careful. Press 'Pick Up' straight away. Pick up glass eye and throw paper plane at matches (it helps here if you have the paper plane). Now climb fence and go right. Pick up the dead cat in the subway. Then go left until you meet Imelda. Give her the dead cat and she will run off. Whatever you do, don't touch her or she will punch you and that will end your game. Keep going left until you see some bollards. Don't walk into them. Wait until you are three bricks away from the first bollard and jump. Walk left and you will find yourself on the other side of the canal. Pick up your candle and you're off. Go right until you are one brick from the bollard and jump. Keep going right, straight through to the school. If you see Griffiths don't be scared, just walk past him — he won't do anything. When you get to the padlock use the chair leg next to the drug pusher and type 'Break Lock'. Once inside, use the matches and type 'Light Candle'. Now take it from there..."

He will, Vin, he will. Thanks a buncho.

RAMBO III

Matthew Batters couldn't get past the electric door. **Scott Grant**, though, could. How? "Touch the blue switch on the wall." Is that it? "Yep." Oh, all right. There's a badge in the post!

MASTERS OF THE UNIVERSE

Jon Minton's snagette ("How do you get the last object?") prompted a letter from Clinician **Andy Harris**. So what do you do, Andrew?

"Get chord one from the cemetery. Get chord two. Get to the scrapyard before 6.30 and defeat Blade and Karg to get chord three. Get to the store before 4.30 and kill 70 ghosts to get chord four. Get chords five and six, then go to the rooftops. Get in your space disc, kill the enemies to get chord seven, and fight Skeletor to complete and win the game."

Phew! Sounds hectic. And if you don't manage it?

"Get stuffed!"

Ta, And. (And thanks also to **Stephen Cole**.)

BIONIC COMMANDO

A letter from my old mucker **Chris Delahunty**, who's apparently embroiled in GCSEs this year (fortunately, being a doctor, I have no more exams to take — just money to make, HAR HAR HAR). Chris, though, is in a position to assist another Clinic vet, **Richard Swann**, who has had problems killing the small guard at the end of the game. Well, Chris?

"What you have to do is climb all the way to the top of the main section first. Then there should be one more platform that you climb on to. Go right to the end of the platform, crouch down and start firing. Eventually you will destroy a reactor and be congratulated. Then proceed to the final bit of the level and kill all the robots." In other words, avoid the little beggar? "Er... yes. Didn't I just say that?"

Chris, who's one of our longest standing Good Eggs, goes on to say that he's now equipped to help on *Crazy Cars 2* (first nine levels) and *Enduro Racer*. (His full list was in ish 43). He also asks that people do not write to him for full solutions but for specific tips — that, of course, applies to all Good Eggs and to us here at the Clinic, for that matter.

There is one thing he needs, though. He has *Starstrike 2* (on a double header with *Starstrike I*) but the main header won't load so he can't play it. Has anyone got the header so he can type it in and play it? Anyone who can help, or who wants help on those games, can write to Chris at 44 St Johns Way, Thetford, Norfolk IP24 3NW. Good egg!

HAYLP SPECIAL

Yep, there are loadsa Clinicians in deep H_2O this month. Here's just a small selection.

Quyet Le (man with no address): "On Level Five of *Last Ninja 2*, once past the fan, how do I go through the grating?"

A Morris: "In *Vampire*, how do I get to the sword where the wide gap is?"

M Bugby: "How do you get knowledge in *Arkham Manor*? Also, can you meet Colonel Lemin before he dies?"

A T Wright: "How do you get the 'fruit of the sea at the ape fly' (*Eh? Dr B*) in *Sceptre Of Baghdad*?"

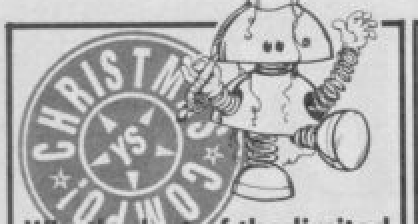
Andrew Robinson: "In *Last Ninja 2*, how do you get past the basement (Level Four)?"

Scott Kayley: "In *Terramex* how do you get your anti-radiation pins and atomic piles (fnar)?"

Christopher McClenaghan: "In *New Zealand Story*, I can get to Level 2-1, but how on earth do you get the kiwi? Is there a time warp or something?"

Scott Grant (again): "In the *Bard's Tale*, I have Kylearan's onyx key, but how do I get into Mangar's Tower?"

If you know the answers to any of these, or you have your own knotty gamesnag making your life a misery, drop me a line at Dr B's Clinic, *YS*, Rathbone Place, London W1P 1DE. Anyone mentioned wins the usual spanky *YS* badge. (And, yes, I know I still haven't written anything about *Magic Knight*. Next month, I promise!!)



Win the last of the limited edition, numbered T-shirts from the Sam Coupé launch.

21. *What does the MG stand for on MG sports cars?*
a) Massive Gearbox
b) Morris Garages
c) Mike Gerrard

Corking! If you want the gear then you'd better slap your answer on page 98.

PRACTICAL POKES

Good Lord! What's this? Some innovative and witty writing by* David McCandless*?!? Reading is believing, Spec-chums!

Cue *Twilight Zone* theme tune! Cue gravelly Orson Welles voice-over! Say "Mysterious mega-spook letter!" Why? Because that's what I received this month, just when I thought it was safe to moan about the lack of POKEs in the mail. This letter was from a mysterious and dubious sounding character by the name of **Axxman Of Freestyle UK**. Spook! He says he's being doing his own hacking for years, but has only just realised that his ego could be massaged for free on these pages.

BATMAN

His first POKE is quite a stonking, steaming pile of fun — a hack for the brilliant *Batman* by the brilliant Ocean. Type it in, check the data, save the program on to tape, run it and voilà! Infinite lives on all sections.

```
 10 REM Batman by Axxman
 20 LET t=0
 30 FOR f=16384 TO 16487
 40 READ a: POKE f,a
 50 LET t=t+a: NEXT f
 60 IF t<>11020 THEN  STOP
 70 RANDOMIZE USR 16384
 80 DATA 221,33,203,92,17
 90 DATA 30,15,62,255,55
100 DATA 205,86,5,48,241
110 DATA 33,149,98,54,195
120 DATA 35,54,30,35,54
130 DATA 64,49,224,92,201
140 DATA 33,138,11,34,145
150 DATA 130,62,201,50,187
160 DATA 128,201,33,60,64
170 DATA 17,0,200,1,0
180 DATA 1,237,83,216,130
190 DATA 237,176,195,161,130
200 DATA 33,144,98,17,0
210 DATA 64,1,25,0,54
220 DATA 195,35,115,35,114
230 DATA 33,23,200,237,176
240 DATA 195,0,129,205,34
250 DATA 240,175,50,51,211
260 DATA 50,180,213,62,201
270 DATA 50,53,214,62,195
280 DATA 50,191,213,201
```

TIME SCANNER

Pinball on the computer? Nah. I've never liked the idea. "Not the same" or "Doesn't capture the atmosphere" I might say in my purist's voice, but blow me if it makes any difference to Axxman. He's hacked it, atmosphere or not.

```
 10 REM Time Scanner by Axxman
 20 LET t=0
 30 FOR f=23296 TO 23439
 40 READ a: POKE f,a
 50 LET t=t+a: NEXT f
 60 IF t<>16613 THEN  STOP
 70 RANDOMIZE USR 23296
 80 DATA 33,13,91,17,0
 90 DATA 93,213,1,0,1
100 DATA 237,176,201,221,33
110 DATA 10,181,17,152,1
120 DATA 62,255,55,205,86
130 DATA 5,48,241,49,0
140 DATA 94,33,27,93,34
150 DATA 195,181,195,141,181
160 DATA 221,54,255,93,221
170 DATA 54,254,38,195,176
180 DATA 183,205,89,182,221
190 DATA 54,155,50,221,54
200 DATA 156,93,201,229,33
210 DATA 61,93,34,173,186
220 DATA 225,195,38,186,175
230 DATA 50,64,192,62,201
240 DATA 50,105,192,33,88
250 DATA 93,229,195,0,192
260 DATA 40,67,41,65,88
270 DATA 88,77,65,78,59
280 DATA 59,229,125,254,153
290 DATA 40,4,175,195,200
300 DATA 101,175,205,200,101
310 DATA 0,175,50,240,102
320 DATA 33,150,16,205,200
330 DATA 102,33,126,93,17
340 DATA 60,107,14,5,237
350 DATA 176,195,180,104,50
360 DATA 218,101,24,248
1000 FOR f=1 TO LEN a$: PRINT CO
DE a$(f);: NEXT f
```

DYNAMIC DUX

Dynamic Dux on the computer? Nah. I've never liked the idea — hey! I'm sure I've said this before. Anyway, the bare facts are — *Dynamic Dux* is a game by Activision in which you control a duck, and Axxman is quite an able hacker. Here's a POKE.

```
 10 REM Dynamite Dux by Axxman
 20 LET t=0
 30 FOR f=23296 TO 23431
 40 READ a: POKE f,a
 50 LET t=t+a: NEXT f
 60 IF t<>16560 THEN  STOP
 70 RANDOMIZE USR 23296
 80 DATA 33,13,91,17,0
 90 DATA 93,213,1,0,1
100 DATA 237,176,201,221,33
110 DATA 10,181,17,152,1
120 DATA 62,255,55,205,86
130 DATA 5,48,241,49,0
140 DATA 94,33,27,93
150 DATA 34,195,181,195,141
160 DATA 181,221,54,255,93
170 DATA 221,54,254,38,195
180 DATA 176,183,205,89,182
190 DATA 229,33,50,93,34
200 DATA 210,183,225,201,229
210 DATA 33,61,93,34,187
220 DATA 186,225,195,38,186
230 DATA 33,77,93,229,175
240 DATA 50,64,94,62,201
250 DATA 50,105,94,195,0
260 DATA 94,59,59,229,125
270 DATA 254,119,40,11,175
280 DATA 195,160,152,127,65
290 DATA 120,120,109,97,110
300 DATA 175,205,160,152,0
310 DATA 33,133,93,34,230
320 DATA 153,33,86,252,195
330 DATA 159,153,175,50,245
340 DATA 172,50,113,173,195
350 DATA 252,151
```

SCROLLING CREDITS

Sorry guys — POKEs too late! Cue **Graham Salkin**, **Darren Piggott**, **Thomas Reed**, **Justin Wiles** and **Mark Parry**.

CHEERIO!

Well, that's about all the space and time (and material) used up. Stay tuned for next month's caper into the cracking community, next month's holiday in the hacking hotels, next month's (*We get the message. Ed*). The address, as always, is David McCandless, Practical POKEs, *YS*, 14 Rathbone Place, London W1P 1DE. Bye, y'all!

Werewolves of London

You remember this game was originally going to be released by Ariolasoft? (Member them? Zowie, that's going back a bit... about two years by my reckoning!) So it was never released by them. So Mastertronic's done it. And good job too, 'cos I spent days working on the Megapreview and wouldn't like to see it go to waste. So anyroadup, here's the tip from **Mikie 'Cool Dude' Mullan**. Okay, go!

The door to the jail and the main entrance close at night trapping the people inside. You can only kill people in werewolf mode. To eat people you must go to their side and press CAPS SHIFT rapidly, and then when you kill them it leaves a shape of a dead person. If you go over the top of this then press CAPS SHIFT until it disappears. Doing this gives you energy. You sometimes also find items on the dead bodies. To find bandages, go underground and look around for them. If you can't find them then fall off the edge, but don't touch the track or you'll have a shocking time. Then go through the tunnel and come out the other side. You should be able to find bandages now. You can only use bandages if your werewolf has been shot. The cops with lanterns can't be eaten. They throw you in jail if they touch you. They also confiscate all the items you were carrying at the time. The more people you eat, the more cops with guns come after you. The more cops with guns you eat,he more cops with lanterns come after you. Oh yes, and good luck, because you'll need it. This game is HARD!

You know he used to be a werewolf but he's alright nowwwwwwOOOOOOOWW! Sorry. I couldn't resist my fave stupid werewolf joke. Thanx, Mikie, and what's that hair poking out of your collar? Eek! Oh, thank goodness, it's only your head... (Harf!)

Football Director II

Okay, so I've done it before, and even before that, but I'll do it one last time for the crack. **Ian Pettman** has the ultimate cheating tips for this game, which, as you may know, was one of the most popular games ever on the Speccy even though it was written in Basic. If you crack into the game with BREAK, you can alter the program to suit your needs. Skillo. But what does it all mean? Ian?

VARS	PURPOSE
AI	**Allows you to input your own amount of cash. Use as LET AI = n, where n is amount.**
G(n)	**Individual player age. Player can be given an age by LET G(n) = a where 'a' equals age.**
H(n)	**Player skill. Use as above.**
ME	**Morale. Use as in LET ME = 99.**
OY	**Number of saves. Use like LET OY = 9.**
BA	**Allows you to change goalkeeper skill for match. LET BA = 9 or summink.**
BB	**Midfield rating for match. Use as above.**
BC	**Defence rating. Use as above.**
BD	**Attack rating. Use as above.**

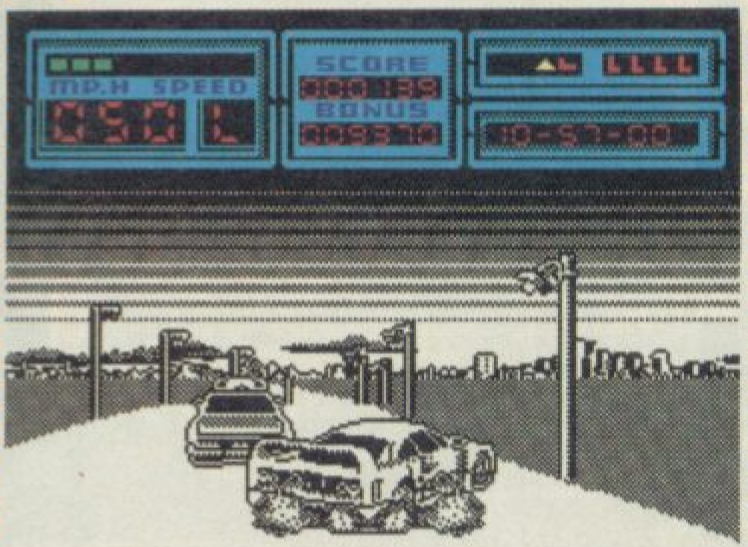
Great stuff. Now that's all we need from *FD II*. Was there ever an *FD III*? Oh no... Thanx anyway, Ian. May your whistle never lose its pea. (Fnar.) Ian says if any other *Footy Dir* fans want to write to him they can, at 94 Aberdovey Close, Bransholme North, Ivingstone Upon Hull, East Yorks HU7 5DQ. What's that noise? The scratching of thousands of pens! Ooh, I think you better get a bigger letterbox, Ian...

And so to Fred...

That's all we have time for though, so why don't you just send me more and more hints and tips on all your favourite new games, and we'll say no more about it. Bung your missives to Phil Snout, *YS* Tipshop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. And don't forget that any we print get a special 'I've Got Big Tips' badge. Yipee!

racing game

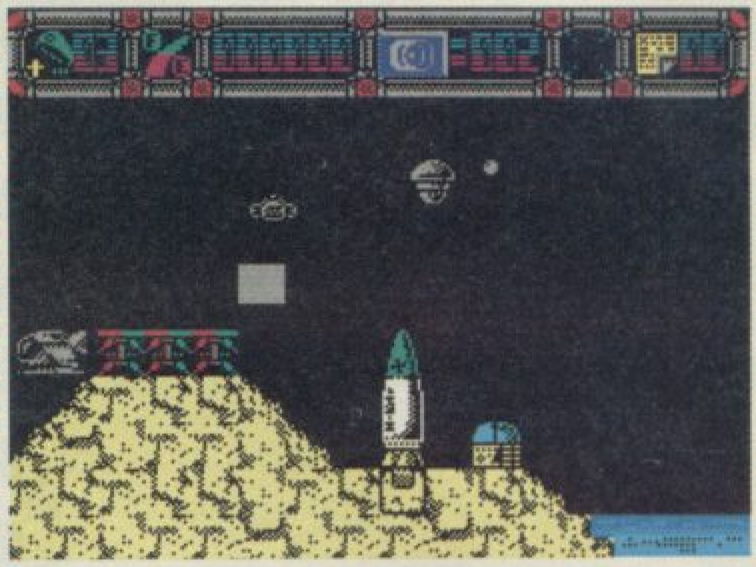
NOURISHING TIPS



CRAZY CARS II

arcade adventure

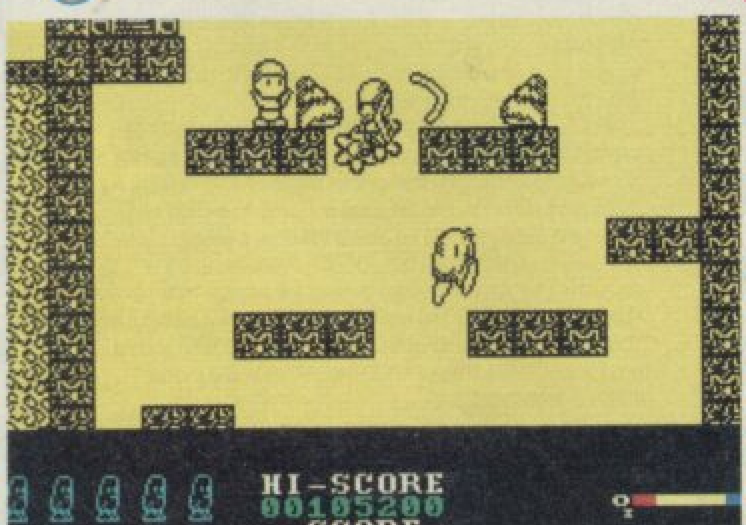
NOURISHING TIPS



TASK FORCE

arcade adventure

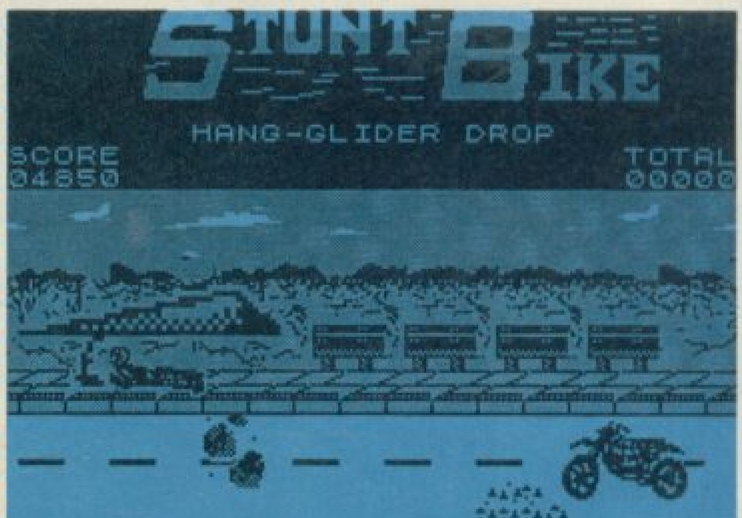
NOURISHING TIPS



NEW ZEALAND STORY

bike simulator

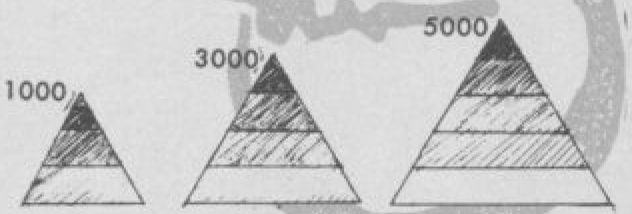
NOURISHING TIPS



STUNT BIKE SIMULATOR

Task/Force
by **The Macc Mapper**

Puzzle Solutions



The letters correspond to the letters in the bomb detonation sequence in *Task/Force*, in which you should move the cursor to A, B or C and press fire.

TIME
1000 = A,C,A,B,C,B,A,C,B,C,A,C.
3000 = A,C,A,B,C,B,A,C,B,A,B,C,A,C,A,B,C,A,C,B,A,C,B,A,
C,A,C,B,A,C,A,B,C,B.
5000 = A,C,A,B,C,B,A,C,B,A,B,C,A,C,A,B,C,A,C,B,A,B,C,A,
B,A,B,C,A,C,A,B,C,A,C,B,A,B,A,C,B,C,B,A,C,A,B,C,A,B,A,C,
B,A,C,B,A,B,C,A,B,C,B,A,C,A,B,C,A,C,A,B,C,B,A,C,B,A,B,C,
A,C.

Crazy Cars II
by **The Phantom Footmark**

Firstly ignore the stuff from Gavin Warren about overtaking cops. Just pull over to one side (without slowing down) when your radar shows a cop — he'll follow. When you get close, pull out and burn past him. On corners overtake on the outside as your steering's affected by the corner but his ain't.

Also if you can go past cops at 163mph and if you're in low gear you won't get rammed. If you're going just faster than the cop (about 150mph) you'll get arrested.

Go everywhere at 327mph, you'll crash a lot but make up time due to your speed. Only slow down for junctions at 200-250mph.

Gavin was right about the first two routes to Denver and Cortez. Next get to Phoenix, go via routes 160,89,40,89. The rest of the routes are obvious.

If you want to be a poseur, try to do a spin through a roadblock. You'll either crash spectacularly or sail right through.

Stunt Bike Simulator
by **Philip 'Fudge' Reid**

I have just discovered an amazing cheat for *Stunt Bike Simulator* by Rainbird. Press fire and start normally. As soon as the hang-glider and bike come on screen, press O, BREAK and ENTER, and the man instantly appears on the bike. Then it goes WELL DONE COMPLETED FIRST STAGE. Carry this sequence on until it says WELL DONE .... and then enter your name. Brilliant cheat, innit?

New Zealand Story
by **Daniel Scott** and **Richard Cousins**

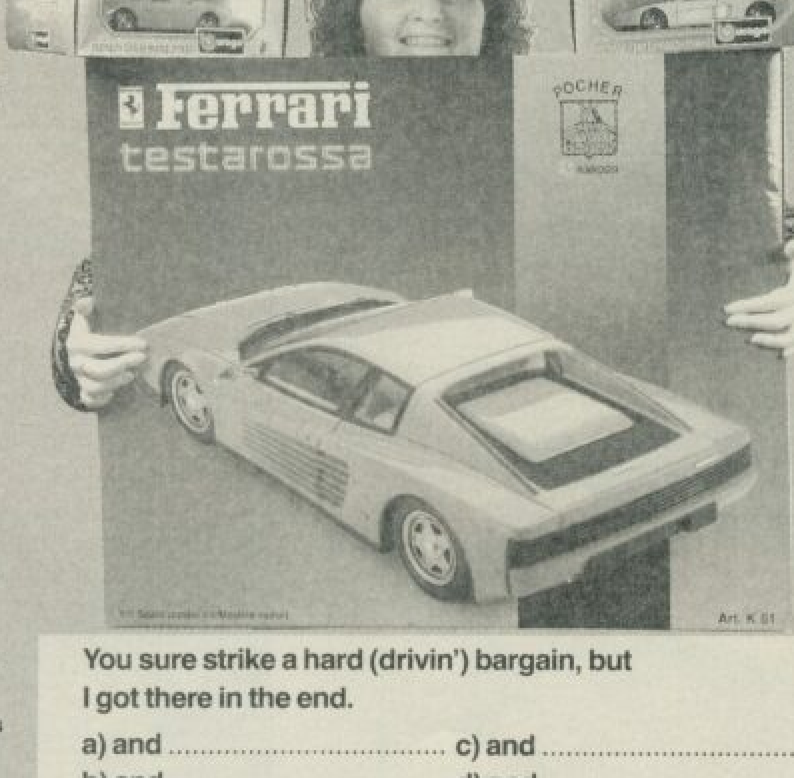
On the menu screen type FLUFFY and you should have infinite lives. Also when you're on level 2-2 and see water, jump up and you'll miss most of the level. Press ENTER during any level and you'll skip that level.

For +3 owners, how about just before you release the last kiwi at the end of levels One, Two and Three (before the disk accesses to load up the end of level meanie) whip the disk out of the drive. Now run into the cage and wait. The drive will be accessed, but as there is no disk in the drive a prompt will tell you to insert side B of the disk. DON'T. Press fire and the screen will go black and a new prompt will appear. Now put the disk in and press fire. The end-of-level meanie will load but the screen will be black and white and the large guardian should be changed into a smaller sprite, usually a baddie maker, which is a lot easier to kill.


Hard Drivin'
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I'VE GOT A BIG RED TESTIE



Tell me more!

Drivin', eh? Worra lark! Vroom vroom. Toot toot! Race you to the other side of the zebra crossing, gran! Oops! (Ahem.) Actually, here at *YS*, we're more the respectable, sensible sort of road users. Yep, it's clunk click every trip for us, which is why we save our aggressive tendencies for the local arcade, and, more specifically, the whizzo *Hard Drivin'* machine! Except we don't have to any more, 'cos Domark is just about to bring out the most soopa doopa drivin' sim ever on the Speccy! Hurrah! It's got hair-raising bends, opening draw bridges, loop the loop bits, a whizzo speed track and even (look out!) 3D oncoming traffic! Blimey! It's everything you could want from a driving sim (and a little bit more!).

What you win!

Only a bloomin' Ferrari Testarossa, that's all! It's completely paid for, taxed and insured (*That's all a bit of a lie actually. Ed*) and, erm, slightly smaller than it looks in the photographs. (*Come clean. Ed*) Okay, it's a model kit. But what a model it is! It's massive for a start (one eighth of the size of the real thing) which means it's, ooh, a couple of feet long. It's made by the Italian manufacturer Pocher (which, for those in the know, makes the best you can get) and costs 155 quid in the shops, though at the place *YS* got this one from they had a fully made up one they were charging £500 for! Just think, you could have a couple of weeks' fun making this one up, then flog it for 300% profit! Posh or what?

Not only that but we've got three rather smaller Ferraris (but fully made up this time) as runners up prizes. One's another Testie, but the others are a 250 GTO and a 250 Le Mans. They're all 1/24th scale, and they're al the business!

What do I have to do, please?

Right, see those pics? What we have here are four cars and four stars. What you have to do is work out which one is spookily related to which. Here's an example. Say we had a pic of a Mini and another of Twiggy, the famous '60s model. Well, you'd lump them together wouldn't you, 'cos Twiggy wore a mini (skirt). Easy, isn't it? *(No. Ed)* Right, now just fill in your answers on the coupon, add you 'personal details', stick it on the back of some sweetbreads and send it off to *I've Got A Big Red Testie* Compo, *YS* Compos, PO Box 1509, Enfield, Middlesex EN1 1LQ. And the closing date's January 31st 1990!

You sure strike a hard (drivin') bargain, but I got there in the end.

a) and .... c) and ....
b) and .... d) and ....
Name ....
Address ....
....
..............................Zip Code..............................

Rules

- Make sure you reach the finishing line before January 31st 1990.
- Any drivers from Team Dennis or Domark McLaren caught on the starting grid will be run off the road.
- Matt's the Murray Walker for this compo, so no arguing with anything he says (even if you can't understand it!).

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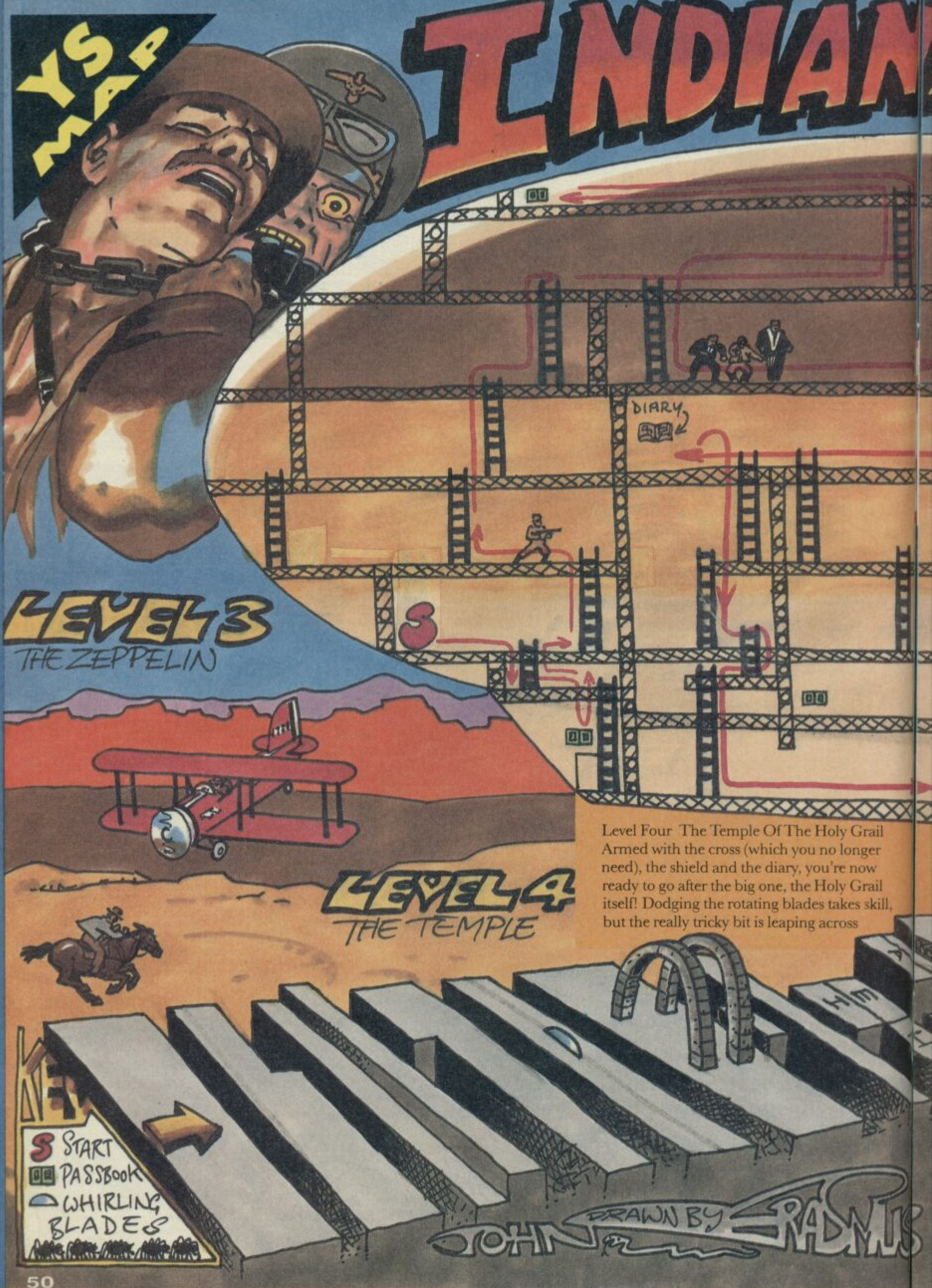
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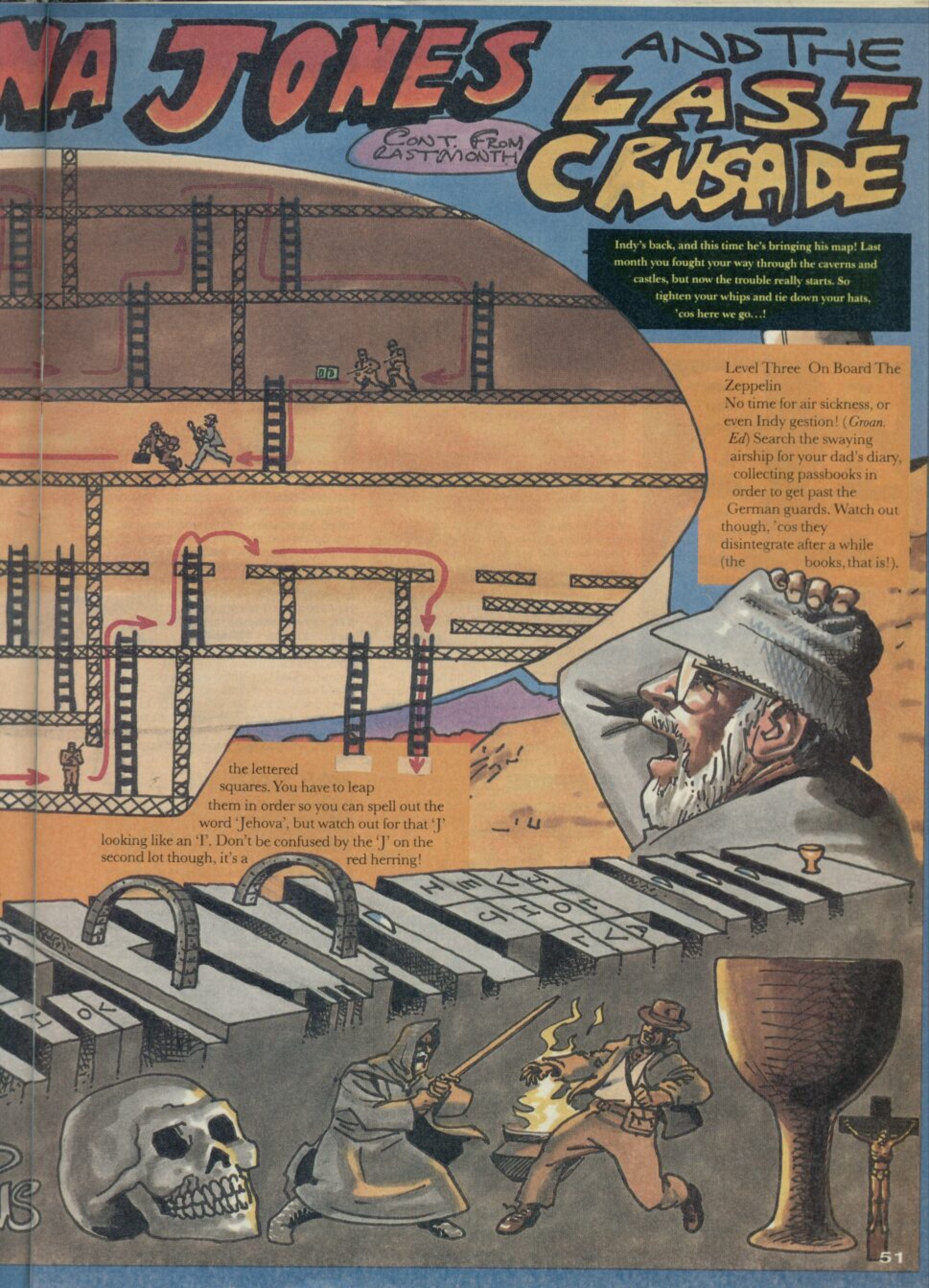
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Armed with the cross (which you no longer need), the shield and the diary, you're now ready to go after the big one, the Holy Grail itself! Dodging the rotating blades takes skill, but the really tricky bit is leaping across

NA JONES AND THE LAST CRUSADE

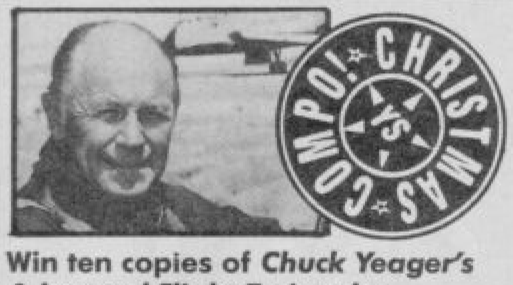


CONT. FROM LAST MONTH

Indy's back, and this time he's bringing his map! Last month you fought your way through the caverns and castles, but now the trouble really starts. So tighten your whips and tie down your hats, 'cos here we go...!

Level Three On Board The Zeppelin
No time for air sickness, or even Indy gestion! (*Groan. Ed*) Search the swaying airship for your dad's diary, collecting passbooks in order to get past the German guards. Watch out though, 'cos they disintegrate after a while (the books, that is!).

the lettered squares. You have to leap them in order so you can spell out the word 'Jehova', but watch out for that 'J' looking like an 'I'. Don't be confused by the 'J' on the second lot though, it's a red herring!



Win ten copies of *Chuck Yeager's Advanced Flight Trainer* by Electronic Arts.

22. Which film starred Sam Shepard as Chuck and featured him breaking the sound barrier?
a) Do The Right Thing
b) The Right Stuff
c) Chuck Yeager Breaks The Sound Barrier

Raise your undercarriage and fly over to page 98 to jot down your answer.

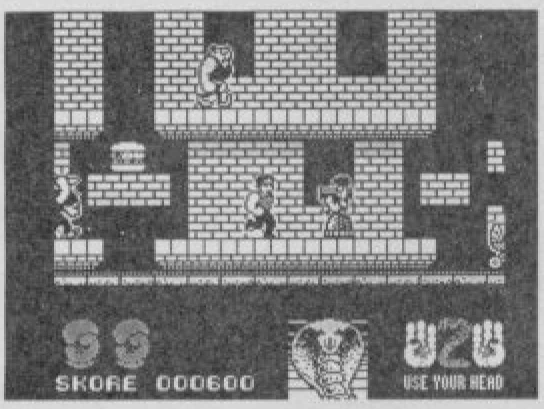
BARGAIN BASEMENT

Fancy a bargain? Look in the basement! But mind the sta-a-a-a-a-a-a-a-airs! (KLUNK!) *Marcus Berkmann* supplies the bandages.

COBRA

The Hit Squad/£2.99

Remember when Sylvester Stallone was big news? Now the muscular midget has had so many flops he can barely get 10p for a cup of tea, but in the days of *Cobra* — well, he was head honcho, hotter than lava and no mistake. Ocean bought the licence, and turned it into not a bad little game — horizontally scrolling, terminally violent, and about as subtle as a Big Mac (and twice as greasy). "This is where the law stops... and you start," screamed the cassette inlay, and really you couldn't blame them. We're talking

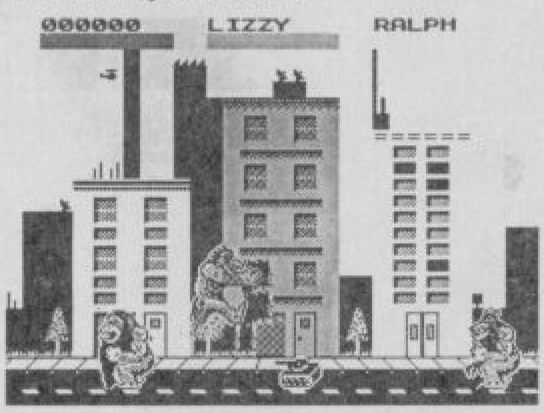


about the sort of game where you "use the Head-Butt feature to defend yourself and collect limited weapons hidden inside Beef Burgers" (see, I was right about the Big Mac). On each scrolling section there are usually about three or four levels of ramps and platforms you can jump around on, avoiding bullets and seeking out nasties to kill, and in all there are three 'playfields' (this is the sort of game you'd expect Mrs Whitehouse to get upset about, isn't it?). To move to the next you need to collect all four beefy weapons and rescue Ingrid (touch her and she will follow you — but then that's just the kinda guy I am).

But is it fun? Well, the graphics are very lively, and I have no complaints on speed, but *Cobra* remains exceptionally difficult. If you're the sort of gamester who finds those Dinamic games (*Freddy Hardest* and wotnot) a piece of cake, then you'll love this. But ordinary mortals might not get far beyond the first couple of screens — at least, not without an awful lot of practice. If you're into hard games, it's a winner. (You thought I was going to call it "a load of old cobras", didn't you? Wrong.)

RAMPAGE

The Hit Squad/£2.99



If nothing else, these Hit Squad games are certainly well presented. Looking at the cassette inlay for *Rampage* really made me want to play the game — quite a surprise, really, as I remember it from first time round. Actually, it's not that bad — it looks fab and plays smoothly, but the overall idea's just not strong enough. The game features three normal everyday Joes transformed, by dodgy fast food, into 50 foot monsters determined to crush (or eat) virtually everything in sight. You play one of the monsters — up to three people can play, or the Spec can take the other parts — and you have to climb up any available skyscrapers, pummel holes in them, and blag anything that looks edible (that includes humans). Unfortunately, the National Guard has been called out, so you must be careful to avoid helicopters and, more importantly, their bullets. You must also watch out for buildings that have been over-pummelled by you and your playmates — they have a tendency to collapse on top of you. Lose your energy and you are changed back into a slightly embarrassed human — albeit one that's feeling fairly full up.

Nice idea, eh? Trouble is, it's all a little one-dimensional for sophisticated gamesters like you and me (hem hem). There's not a lot of challenge — once you've done one building, you just move on to the next — and, like the coin-op that spawned it, it's all style, no content. Well programmed, though, and good fun for about 15 minutes.

PRO MOUNTAIN BIKE SIMULATOR

Alternative/£2.99

Pro Mountain Bike Simulator? Does this not smack of desperation to you, fellow bargain hunters?

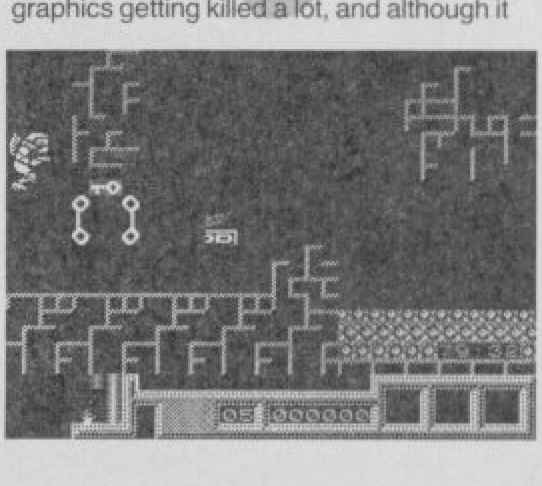
Well, of course it does, but Alternative has to pay bills too, so who can blame it for cashing in (rather late, admittedly) on the magic word 'Simulator'? Not I.

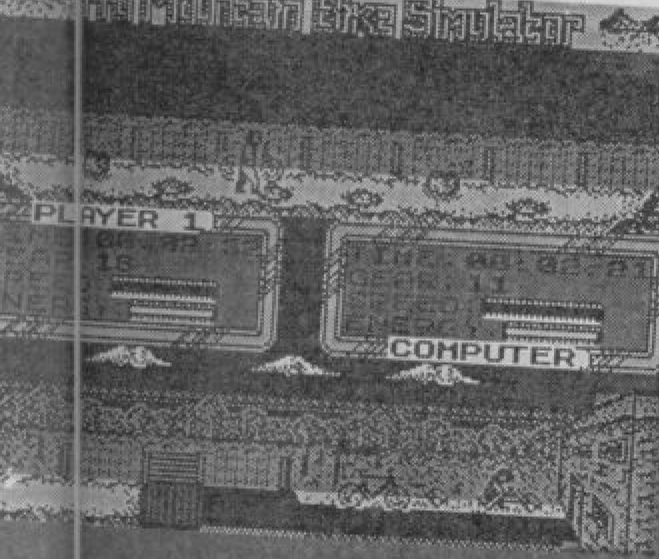
And the game, in fact, is not at all bad. Designed for two players (one of whom can be the computer) it involves you manoeuvring your cranky old grid across a perilous mountain landscape, avoiding hazards and manipulating the billions of gears on offer to complete the course in the shortest possible time. The gears are what cause the initial problems, especially when you start reading the inlay notes and discover how many trillions of combinations of keys you're going to have to master. Unlike many complicated games, though, the key definitions make a lot of sense, and it's just a matter of time before you get used to them. The computer, of course, is a bit useful, and

WAR MACHINE

Players Premier/£2.99

Players is to be congratulated for its determination to keep bringing out new cheapie games — even if sometimes they're not up to much. Certainly *War Machine* is hardly the most inspired game, taking its many ideas from so many other games that I could scarcely keep count as I was playing. It's part arcade adventure (collect the bits), it's part shoot-'em-up (and avoid-'em-up too — you need swift reactions), but mainly it's not much cop. You're in the usual alien fortress, trying to collect parts of a top secret weapon in order to kill the chief alien — I mean, PLEASE, we have been this way before. So you jump around some blocky graphics getting killed a lot, and although it



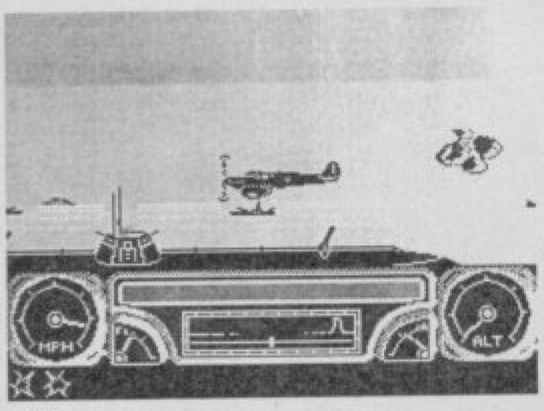


you'll do well to beat it. It does have three skill levels though, so once you've started beating it regularly on one you can shift up to the next. Hazards like logs and holes must usually either be walked over (more keys to remember) or steered past, but ramps are fun and rocks are even more fun, as you prang the grid against them and fly through the air, breaking every bone in your body. A jolly little game in short, well executed and good for a few weeks at least.

looks alright and plays alright, there's nothing terribly imaginative about it and the whole game has a slightly unfinished, bodged-together look. Monstrously unoriginal, its main challenge lies in wondering whether to turn it off and throw it out of the window. There she goes!

SPITFIRE

Encore/£1.99



I'm always a bit suspicious when a major company puts out a 'previously unreleased game' on its cheapie label, especially when, as in *Spitfire*'s case, it turns out to be a game that Elite bought from Durell some time ago. So even Durell didn't consider it releasable? Let's see if my suspicions are confirmed...

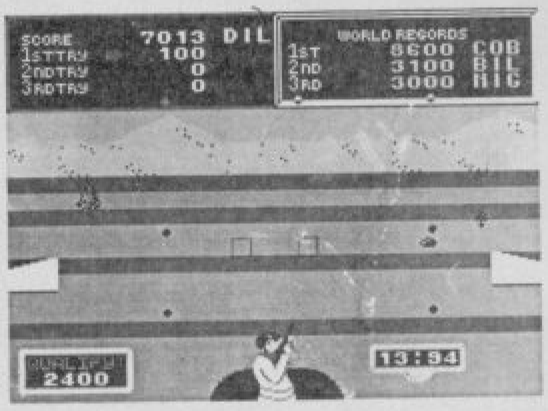
Spitfire is set in the Second World War (take ten points if you guessed that, and six of the best with a broom handle if you didn't), and is a viewed-from-the-side dogfight game. It has a lot in common with those other Durell flying games like *Deep Strike* and *Strike Force Harrier*, but is most similar in gameplay to Again Again's *Operation Hormuz*, only with Spitfires instead of Harriers. (It's also a lot cheaper!) Like that game it has air to air combat, this time against Messerschmitts and V-1s, and ground attack against lots of blow-uppy things, including something in the English Channel that looks like an aircraft carrier (but is probably a U-boat), airfields and a V-1 launch site in occupied France.

If you liked *Operation Hormuz*, and Snouty did when he reviewed it in March, then you'll probably enjoy this game too. I didn't.

HYPER SPORTS

The Hit Squad/£2.99

More sporting laffs from Ocean's cheapie label, and another game that doesn't look quite as fab as it did four years ago, when it originally came out. At least there's a bit of variety, though there's no running or throwing, just swimming, skeet shooting (oi! you've just shot me skeet!), long horse, archery, triple jump and weightlifting. But surprise, surprise — all of these involve the dread joystick waggling at some point, and indeed swimming and weightlifting offer nothing else. These days sports sims actually call for a little skill — brute strength is no longer enough. But if you're an enormous lunk with no manual dexterity to speak of, *Hyper Sports* is worth a punt.



ACTION COUNTDOWN

Kixx/£9.99 cass/£14.99 disk

Odd one, this. Instead of bunging these nine games out one by one, Kixx has decided to squeeze them all on to one tape, and put them out at what seems a very nice price. Rather than review them all separately in detail (no space, I'm afraid), I'll just mark each one out of ten and add up the scores to get an overall percentage. Awight? Awight.

WELLS AND FARGO

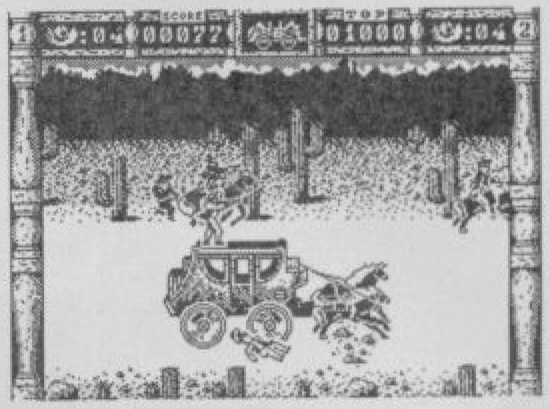
At least, I think that's the title — my notes are a little sketchy. You'll know it when you play it — a Spanish wild west arcade game with you as Dodge City's answer to Postman Pat, riding your wagon through hostile territory. Total rubbish, basically, enlivened only by the final message 'You are death'. Thanks, pal. 2/10

TUREG

Ah, it's *Arabian Nights* time. Walk through the city, shoot people, and try not to gnaw off your arms with boredom. Dismal. 1/10

COLOSSEUM

Ah, a reasonable game. This involves driving your Roman wagonette around the colosseum, avoiding boulders and so forth and trying to kill all your fellow competitors, either by guiding them into boulders or by hacking at them with your axe as you pass. Not really very good at all, actually, but something of a masterpiece compared to the rest. 6/10



TITANIC

Aaah! I've played this before! You're a deep sea diver exploring underground caves and looking for treasure! It's rubbish! 3/10

SCORE 3020

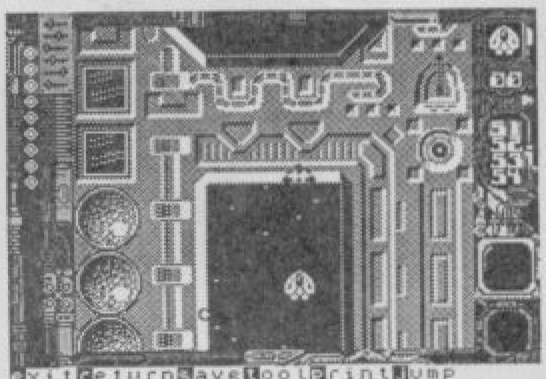
Futuristic pinball-cum-combat game with some nice ideas, but it's all been so shoddily programmed that it fails on just about every count. Next! 3/10

STARDUST

Awful space shoot-'em-up that looks like every other space shoot-'em-up you've seen in the past few years — except that it's no blinkin' good. *Uridium* still has a lot to answer for. 3/10

METROPOLIS

Very odd, this one. You're in a burnt out wreck of a city, defending yourself from passers by with... a sword and a shield. Eh? They walk towards you, and you have to kill them before they kill you. Very profound. But where's the game? 3/10



ROCK'N'ROLLER

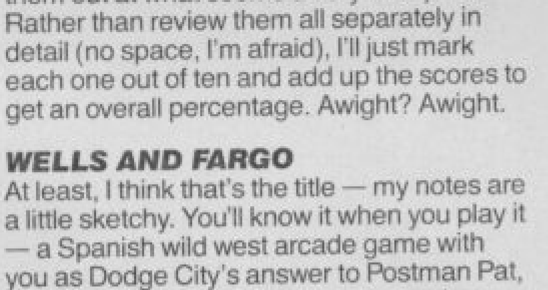
Quite why it's called this I'm not sure. The actual game, a jeep racing thing set in a maze of streets and viewed from above, I am sure about. It's rubbish. 2/10

BLACKBEARD

You play the devious pirate captain himself, running around the decks of his ship trying to find the treasure map hidden in one of many chests dotted around the place. But watch out! Your mutinous crew are all out to stop you! I dunno, some people seem to think it's rather good, but I can't imagine why anyone would want to play this dismally slow, turgid *Gauntlet* clone. 4/10

Together with one out of ten for Star Quality, I make that 30° all told. And that's generous. Keep a bargepole handy if you see this in the shops.

BARGAINS

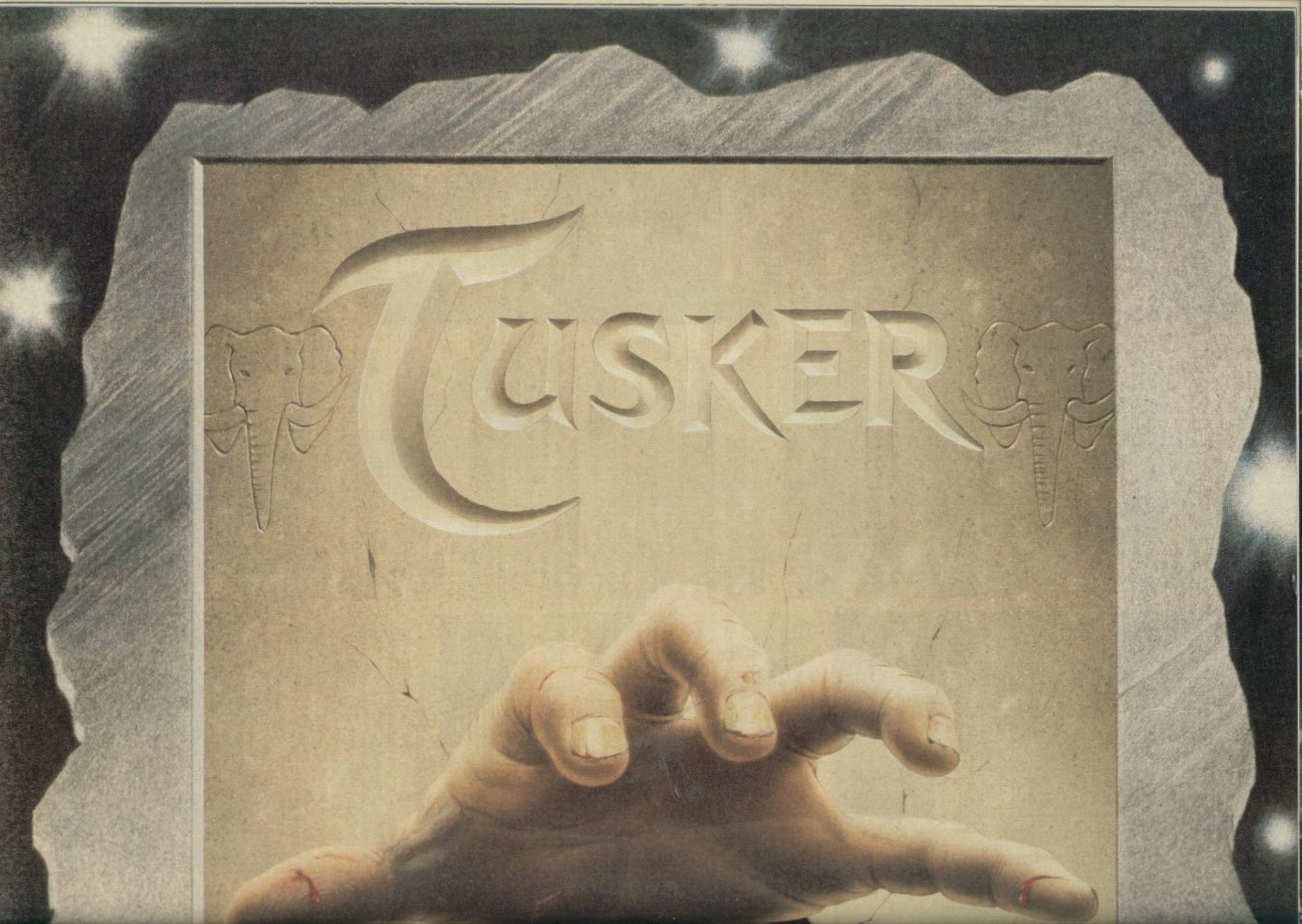


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23. *What is the longest possible duration for an eclipse of the sun? Is it:*

a) A very long time
b) Ooooh, about this long
c) Seven min 31 sec

Go to page 98 and tell us what you sphink (ouch)!


TUSKER



'ONE MAN'S DREAM
ONE MAN'S DESTINY
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Cor blimey! It's nearly the end of the decade. And you know what that means don't you? You'll never ever ever be able to purchase *YS* with a 1980s cover date on again. Unless, of course, you buy a *YS* Back Issue. So here, for your perusal, are all the *YS* Back Issues available, '80s dates and all. Don't miss out on the rush! Get yours TODAY!

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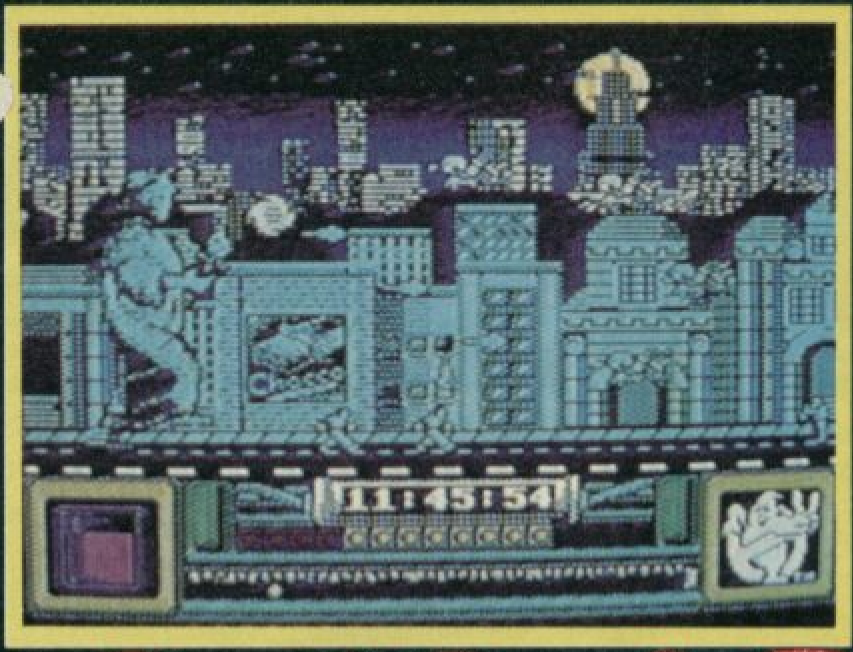
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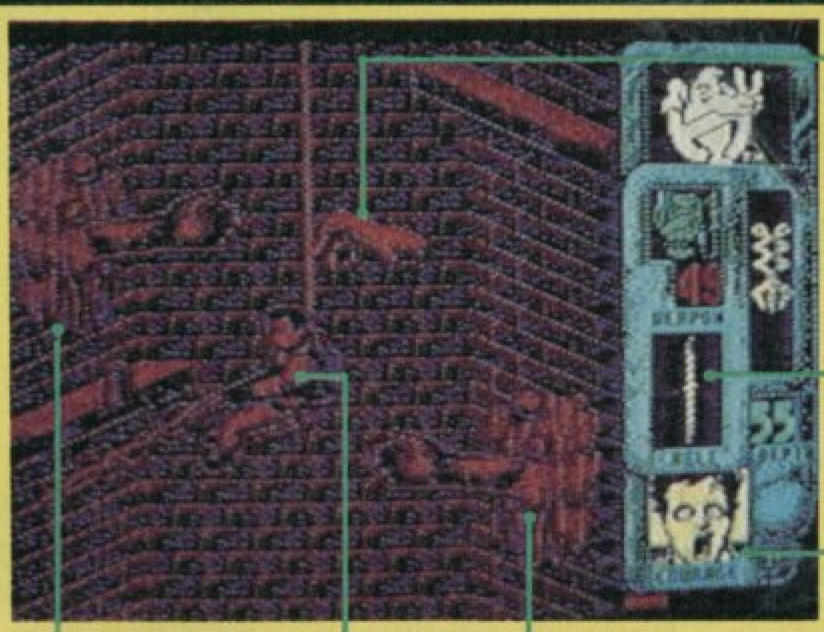
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Here's the second level. Pretty pictures, as you can see, but unfortunately the plodding 'shoot ghosts with flameballs and collect slime with your little men' will fail to light anyone's fire.

GHOSTBUSTE



Oi! Gerroff my rope! These cheeky hands are the worst, sawing through your string with ease if you don't put paid to their monkey business with your slurge gun thing.

Here's your rope status thingie. Yikes! Looks like it's nearly worn through!

This is your courage meter. It pulls increasingly goggle-eyed faces until you finally pop your clogs with fright. Blimey!

Here's a doobrie for you to collect. Whatever it is, you've got to swing across and touch it with your feet (not as easy as it sounds!).

This is you, Ray Ghostbuster, looking like a lemon on the end of your long, dangly rope.

Blimey! It's a ghost! Shoot him! Dodge him! Just make sure he comes nowhere near you!

Activision/£10.99 cass



Matt I've said it before and no doubt I'll say it again – multiloads, they're bloomin' murder!! I hate 'em! Half the time you only get them because the programmers want to show off with a flashy intro sequence or something! But even worse (much worse!) than your average 'load up each level as you come to it' multiload is your 'each time you use up your three lives you have to rewind the tape and load the level in again before you can take another shot at it' multiload! And they really ARE murder!

And guess what sort Activision has saddled poor old *Ghostbusters II* with? That's right, the really, really crap sort! Aargh! I'm sorry, but that more or less ruins the game for me from the start. I mean, there's no way I'm going to spend half my playing time loading the flippin' thing in again and again. It's ludicrous! However, in the interests of good reviewing practices, I'm going to take a deep breath (ahhhh), sit down and persevere. (Just remember, as you read this review, what excrutiating torture I'm going through to bring you it.)

Right then, the first level. As you load the thing in you get a series of digitised stills from the movie explaining the plot, the setting, the characters, and why you're dangling down a manhole on a rope at the start of Level One. Actually, I can't complain about these bits at all. They set the scene, put you 'in the mood' and look quite tasty to boot. There you are then, hanging from a rope down a monochrome red subway access shaft, swinging from side to side, twizzling around through all angles, and generally looking a right ol' lemon. Then along come the ghosts – little flying slimy ones, great big hand jobs (oo-er) that slice through your line, and so on. You've got to swing from side to side, dodging all the ghosts you can, blasting the ones you can't and collecting various doobries from the sides of the shaft. These include different anti-ghost weapons, courage boosters (the more the ghosts touch you, the more frightened you get until you're literally scared to death) and, most importantly, the three parts of a slime scoop, which you're going to use to collect a sample of ectoplasm from the pool at the bottom.

What's good about this level (and, in fact, the game in general) is its graphics. The sprites are big, nicely animated, and capture the look and feel of the film very well. What's not so good is the gameplay. This is a bit hard, a bit samey, and the shaft is quite short so there isn't all that much of it. Couple this with the constant multiloading and you've got something that's not actually bad, just very difficult to get excited about.

Level Two is slightly more complicated, and makes no sense whatsoever outside the context of the film (and probably very little in it either!). It's a horizontal scroller of sorts, with the Ghostbusters lodged inside the Statue Of Liberty, which they've animated using ghostly slime. You shoot oncoming ghosts with fireballs from the statue's torch, get





Win five copies of Altered Beast from Activision!

24. What were the names of the two characters in Robert Louis Stevenson's famous story about a mad doctor who kept swopping his personality?

a) Doctor McCoy and Mr Sulu
b) Doctor Jekyll and Mr Hyde
c) Doctor Finlay and his Case Book

Got that? Now fill in the prescription form on page 98.



Win ten copies of *Ghouls 'n' Ghosts* from US Gold!

25. A poltergeist is what?
a) A ghost that throws up on your carpet
b) A ghost that throws your household objects around
c) A ghost that throws a party and doesn't invite you

Spook! Exorcise yourself across to page 98 and scare up some answers.



little blokes running around your feet to collect slime to power the statue, and, um, that's it. This level is at least as pretty as the one before, but the gameplay just plods on and on repetitively rather than going anywhere. Ho hum.

Then there's the last bit. I can't really be bothered to explain how it all works – it follows the action of the film very closely and, as such, is rather bitty, a bit stilted, and may make a suitably dramatic film climax but as far as the game is concerned just tails off to a rather flat conclusion.

I've always wondered why the first *Ghostbusters* game was so incredibly popular. It always looked crude and a bit crap to me. Now *Ghostbusters II* has shown me why. It was obviously partly to do with the success of the original movie, but also because it took the novel idea behind the Ghostbusters and made it work in game terms. *Ghostbusters II* is different. It's far better programmed, far more faithful to the look of the film… and far less playable. It plays as a series of short, rather uninvolving sequences, each totally divorced from the other (so there's no real feeling of progression) and each further hampered by the ridiculous multiload.

It's not really a bad game, but it's about as user friendly as a frisky stoat (ie not very), which would be merely annoying if the end results were worth all the trouble. But, as you might have guessed by now, I can't really say that they are.

finalverdict

LIFE EXPECTANCY 55° · GRAPHICS 76° · ADDICTIVENESS 58° · INSTANT APPEAL 79°

DIAGNOSIS
Stilted, repetitive gameplay and the world's most ridiculous multiload conspire to totally scupper an exceptionally faithful and pretty film conversion.

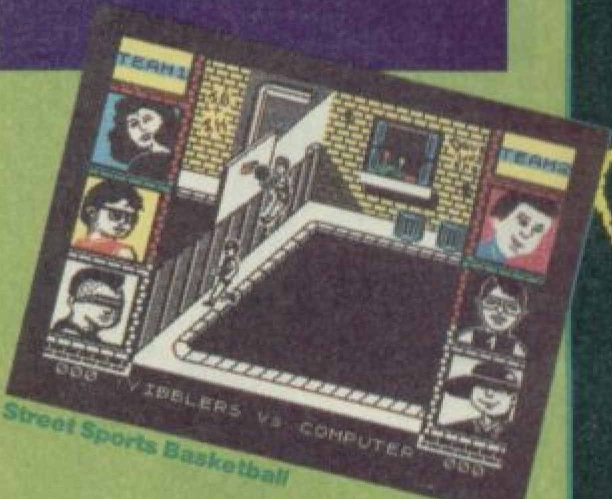
62°

EPYX ACTION

Epyx/£14.99 cass

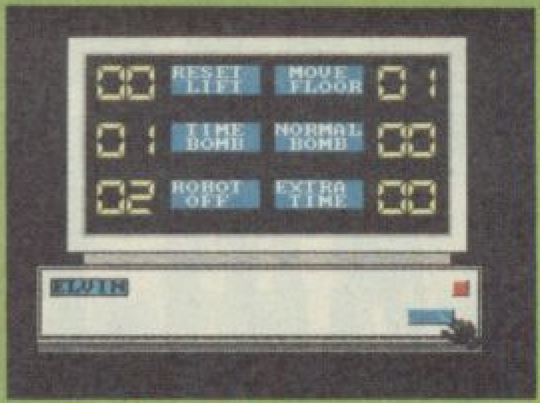


Davey Right, you're absolutely brassic (skint!) after Christmas, right? You want to buy a new game and you've got *just* enough dosh to manage it. And what better buy could there possibly be than one of the many compilations which are want to appear at this time of year? And here's one from Epyx! Shall we check it out? No? Alright then. (*Oi! Come back!! Ed*) Er… right, here we go…



Street Sports Basketball

Impossible Mission II
Hurrah! Probably the best game here, and certainly the only *YS* Megagame in the compilation. By today's standards of programming it wouldn't score as high because the graphics are so dated. Its main strength is the playability. The evil Elvin Atombender is intent on world domination for the second time (you foiled him the first time in *Impossible Mission I,* didn't you?!) and so it's up to you to infiltrate his secret tower block with your special spy equipment, find all the hidden objects and codes, solve all the puzzles, and then hoof it! If you're not put off by brain-blending puzzle solving then this is a goodie.
1990 Rating: 75°



Impossible Mission II

4×4 Off-Road Racing
This one first saw the light of day back in April when our Jack scored it a big seven out of ten. It's not bad really, a sort of *Enduro Racer* with 4×4 trucks instead of bikes. What it has over that game is that you can choose one of four different trucks to match the requirements of the four different terrains. You can also buy loads of 'custom' extras to help you on your way. However, the main 'prob' is that each level multiloads. Not bad in its actual gameplay, but no more fun than *Enduro* which is now on budget.
1990 Rating: 60°

California Games
Blimey! This one crops up all over the shop, doesn't it? First released in March '88 it's also been on US Gold's *World Beaters* compilation. Basically it's a waggler, or keyboard basher if you prefer. You and up to four chums can get to take part in six weird Californian 'sports'. These are Half-Pipe Skateboarding, Footbag (which involves keeping a bean bag in the air on your foot), Flying Disk (frisbee throwing), Roller Skating, BMX Bike Racing and Surfing. Big blocky colourful graphics, zilcho sound, and, erm, not much else. Pass.
1990 Rating: 60°

Street Sports Basketball
Oldest of the selection is this sports sim, first released back in August '88, and, er, roundly panned when it was given to that fun and fancy-free chappie, Jonathan, to review. Yep, it scored a big five! Well, by today's standards, it doesn't even rate that! You get to choose your teams (of three!) and the location for the match, then you get to battle it out. It involves multiloading, but even if it didn't it still wouldn't be worth it. The graphics look exceedingly dated and the control system is a very hit-and-miss affair. Worst of the bunch!
1990 Rating: 40°

The Games – Winter Edition
Oh no! It's another one of those waggling multi-sport sims! This time you get to participate in various events inspired by the Winter Olympics. There's Figure Skating (snore!), Speed Skating (loads of skiing), Slalom, Downhill, Cross Country, the Ski Jump and the Luge! Remarkably similar in fact to US Gold's *Winter Games* when you care to think about it! (But I wouldn't, 'cos I didn't like that one much either!) I've always fancied a bit of luge, but the novelty soon wears off (oo-er!).
1990 Rating: 50°

So there we have it, a bit of a duffer in bargs' clothing. I remember the days, mumble muffle, when the first compilation games appeared. They were always real value for money. Nowadays, though these games were former full pricers, they are all a tad dated and, er, not really that exciting! Here the better games aren't really good enough to save the whole. Sorry, Epyx, but this compilation did nothing for me. Of course, if you like thousands of different sport wagglers then you may not be of the same opinion.

finalverdict

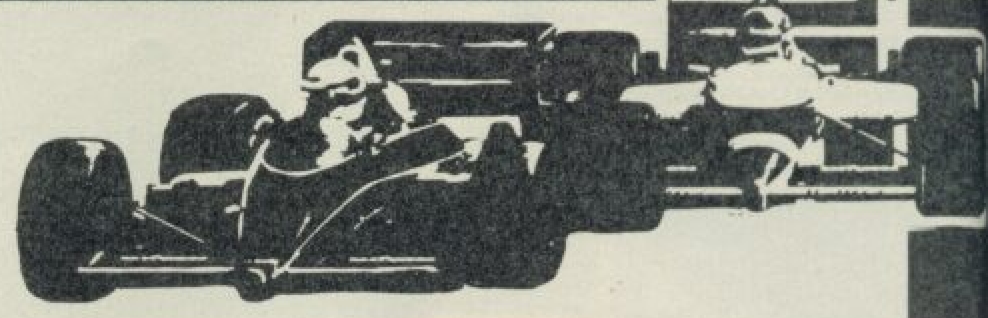
LIFE EXPECTANCY 60° · GRAPHICS 60° · ADDICTIVENESS 70° · INSTANT APPEAL 60°

DIAGNOSIS
Hardly the most innovative of games for a compilation, so, considering the price, you'd do well to think twice.

60°

PROGRAM PITSTOP





Students, eh? Don'tcha just love 'em? They're the ones with a free alarm clock for each of their seven bank accounts. And no-one more so than cuddly *JD*! Wake up, sexy, you're on!

It may be nearly Christmas for you lot, but at the time of writing I'm recumbent in my study-cum-bedroom at the wonderful University Of Kent. Within my reach lies the phenomenal power of a ten mips HLH Orion running Unix (*Eh? Ed*), accessible through Uniterm on my ST. Blimey. But I've still managed to lay all this aside and root out the old Speccy (which survived the journey admirably). I'll just give you this month's line-up, and then return to the subsidised Ruddles.

Topping the bill this time is our old friend **Anthony Purvis** with his amazing technicolour *Slo-Trace*. This enormous asset to any programmer is closely followed by, wait for it, a Machine Code Mandelbrot generator! At last! And you can be sure **AH Trewartha**'s done a pretty nifty job on it.

One piece of news which may interest you is that in a gesture of seasonal goodwill the £50 prize for Program Of The Month has been reinstated after an absence of a few issues. Hoorah. This means that as well as unimaginable fame, instant worldwide recognition and all the rest of it, having your work displayed in *YS* can now bring you lucky people undreamt-of wealth. More than I've ever known, anyway. (*Liar. Ed*).

SLO-TRACE

by Antony Purvis

As well as fashionably omitting the 'w' of its name, *Slo-Trace* distinguishes itself by being completely ace. You've probably all seen a *Trace* program before. Anyone? No. Right. What they do is continuously display the number of the line and the statement currently being executed while your (or anybody else's) Basic program is running. This is remarkably handy for debugging, and can be put to 101 other uses. (They elude me just now.)

Mind-boggling, isn't it? But that's not all. Purv has once again shattered the limits of Spectrum programming, dismissed with a flourish of his hand the old machine's repressive impotence and come up with yet another startling innovation. You can now slow down your program while it's running to any speed you like to allow you to study its intricacies in more detail. And then, of course, you can speed it up again.

This incredible processing power comes at very little cost to your fingertips. A mere 400 or so bytes of hex, a little Basic and you're there. Well, the other way round actually. Bash in the Basic, save it and then hammer in the hex using the hex loader. There are two bits of hex, one to handle the interrupts (which are what make it work) and the other bit is the routine itself. They'll need to be typed in and saved separately.

Done that? Oh. Well, I'll carry on anyway. Contained in the Basic program is all the info you'll need to get it going. The *Trace* routine kicks in automatically, and the slowing-down bit is controlled by holding down Space and pressing '1' and '2' to alter the speed. The border informatively indicates the rate things are running at. You get it all on a plate, don't you?

Basic Bit

```
   10 CLEAR 64619
   20 LOAD "INTCON"CODE 65280
   30 LOAD "MAINCODE"CODE 64620
   40 POKE 65021,195
   50 POKE 65022,108
   60 POKE 65023,252
   70 RANDOMIZE USR 65281
   80 REM
   85 REM YOUR PROGRAM GOES HERE!
   90 REM
   95 BORDER 0: PAPER 0: CLS
  100 PRINT  INK 2''''"

            "; PAPER 1;
 INK 7;"     THIS IS A LEGAL WARN
ING!     "; PAPER 0; INK 2;"

                "; IN
K 7,,"This program is COPYRIGHT.
 It   may not be reproduced in a
ny wayshape or form, including s
toragewithin a retrieval system,
      electronic or otherwise, b
y any individual or organisation
,      without that individual or
      organisaion having first
      obtained the express writt
en    permission of the author."
''"Antony Purvis, August 1989"
 105 PAUSE 0: CLS
 110 INK INT (RND*7)+1
 120 PRINT AT 1,0;"WELCOME TO SL
O-TRACE."
 130 PRINT '''The blue box at th
e top shows   the line number an
d statement   currently being ex
ecuted. As it"
 140 PRINT "may be running a lit
tle quickly for you, slow things
 down a bit"
 150 PRINT "by holding down SPAC
E (like you would one of the SHI
FT keys) and";
 160 PRINT "pressing 1 or 2. The
 unique      border display gives
 a visual": PRINT "indication of
 how slow the       computer is g
oing. Use the 3 key(with space)
to change the       colour of the
 border."
 170 PRINT '''Enjoy Yourself!"''
,"Purv"
```



Win yourself ten copies of *Fallen Angel* from Screen 7!



26. Who was the original Fallen Angel?
- a) John Milton
- b) Lucifer
- c) Farrah Fawcett Majors

Get the hell over to page 98 and scribe your answer.

```
 180 GO TO 110
 200 SAVE "SLOTRACE" LINE 0: SAV
E "INTCON"CODE 65280,50: SAVE "M
AINCODE"CODE 64620,400
```

First Hex Bit

```
65280 F3 21 00 FE 11 01 FE 01 =803
65288 FF 00 36 FD ED B0 AF 32 =1200
65296 FC FF 32 FD FF 32 FA FF =1620
65304 3C 32 F9 FF 3C 32 F8 FF =1227
65312 3E 4F 32 FB FF 3E FD ED =1249
65320 47 ED 5E C9 ED 56 C9 00 =1127
STOP
```

Second Hex Bit

```
64620 F5 C5 D5 E5 21 3B 5C CB =1271
64628 7E CA 4A FD 3A 46 5C FE =1129
64636 FF CA 4A FD 3A 3A 5C FE =1246
64644 FF C2 4A FD 3A F8 FF D3 =1548
64652 FE 3A FC FF 26 00 6F 29 =1009
64660 29 29 29 29 11 00 58 19 =294
64668 3A FD FF 16 00 5F 19 E5 =937
64676 D1 13 01 09 00 3A FB FF =802
64684 77 ED B0 21 AE FD 3A FC =1302
64692 FF 06 00 4F 09 09 5E 23 =487
64700 56 D5 E1 3A FD FF 4F 09 =1178
64708 22 FE FF 3E 20 CD 51 FD =1176
64716 2A 45 5C CD 88 FD 3E 3A =917
64724 CD 51 FD 26 00 3A 47 5C =798
64732 6F CD 8E FD 3E 20 CD 51 =1091
64740 FD 01 FE 7F ED 78 E6 1F =1253
64748 FE 1E 20 44 01 FE F7 ED =1123
64756 78 E6 1F FE 1E 28 16 FE =981
64764 1D 28 25 FE 1B 20 31 3A =526
64772 F8 FF 3C FE 08 20 01 AF =1033
64780 32 F8 FF 18 23 2A F9 FF =1158
64788 11 10 00 19 7C FE 08 20 =479
64796 02 ED 52 22 F9 FF 18 10 =899
64804 2A F9 FF 11 10 00 ED 52 =898
64812 7C FE FF 20 EE 19 18 EB =1187
64820 21 00 00 11 00 00 ED 4B =362
64828 F9 FF ED B0 3A 48 5C E6 =1369
64836 38 0F 0F 0F D3 FE E1 D1 =1000
64844 C1 F1 C3 38 00 C5 D5 E5 =1324
64852 26 00 6F 29 29 29 11 00 =289
64860 3D 19 25 ED 5B FE FF 06 =966
64868 08 7E 12 23 14 10 FA ED =710
64876 5B FE FF 13 ED 53 FE FF =1448
64884 E1 D1 C1 C9 7E FE 0D C8 =1421
64892 CD 51 FD 23 18 F6 11 10 =877
64900 27 CD A1 FD 11 E8 03 CD =1115
64908 A1 FD 11 64 00 CD A1 FD =1150
64916 11 0A 00 CD A1 FD 11 01 =664
64924 00 CD A1 FD C9 AF ED 52 =1314
64932 3C 30 FB 19 C6 2F CD 51 =915
64940 FD C9 00 40 20 40 40 40 =742
64948 60 40 80 40 A0 40 C0 40 =832
64956 E0 40 00 48 20 48 40 48 =600
64964 60 48 80 48 A0 48 C0 48 =864
64972 E0 48 00 50 20 50 40 50 =632
64980 60 50 80 50 A0 50 C0 50 =896
64988 E0 50 50 E0 50 00 00 00 =688
64996 00 00 00 00 00 00 00 00 =0
65004 00 00 00 00 00 00 00 00 =0
STOP
```

Hex Loader

```
  10 REM General Hex Loader
  20 POKE 23658,8
  30 INPUT "Start Address: ";sta
rt
  40 POKE USR "a",INT (start/256
): POKE USR "a"+1,start-256*INT
(start/256)
  50 CLEAR start-1
  60 LET start=256*PEEK USR "a"+
PEEK (USR "a"+1)
  70 INPUT "File Name: "; LINE f
$
  80 LET q=start
  90 LET cs=0
 100 PRINT AT 0,0;"Address ";q
 110 INPUT (q);": "; LINE a$
 120 IF a$=CHR$ 226 THEN  GO TO
320
 130 IF LEN a$<>16 THEN  GO TO 3
70
 140 LET f=0: FOR j=1 TO 16
 150 IF (a$(j)<"0" OR a$(j)>"9")
 AND (a$(j)<"A" OR a$(j)>"F") TH
EN  LET f=1
 160 NEXT j
 170 IF f=1 THEN  GO TO 370
 180 FOR n=0 TO 7
 190 LET y=CODE a$(1)-48: IF Y>9
 THEN  LET y=y-7
 200 LET z=CODE a$(2)-48: IF z>9
 THEN  LET z=z-7
 210 LET va=16*y+z
 220 LET cs=cs+va
 230 POKE q+n,va
 240 PRINT AT 2,n*3;a$( TO 2)
 250 LET a$=a$(3 TO )
 260 NEXT n
 270 INPUT "Checksum: "; LINE a$
 280 PRINT AT 2,25;a$
 290 IF VAL a$<>cs THEN  GO TO 3
70
 300 CLS
 310 LET q=q+8
 315 GO TO 90
 320 CLS : PRINT '"REMOVE EAR LE
AD, THEN START TAPEAND PRESS ANY
 KEY TO SAVE CODE"
 330 PAUSE 0: POKE 23736,181: SA
VE f$CODE start,q-start
 340 CLS : PRINT "VERIFYING..."
 350 VERIFY f$CODE
 360 CLS : PRINT "OK.": PAUSE 0:
 STOP
 370 PRINT AT 15,0;"ERROR": BEEP
 .1,-20: GO TO 90
```

SON OF MANDELBROT

by AH Trewartha

I'm not going all through what a Mandelbrot set is again – check out issue 47 if you need an explanation (although you'll probably end up none the wiser). This Mandelbrot generator beats all previous ones hollow by virtue of its being written in 100% fabbo Machine Code. It also manages to get around (sort of) the usual lack of colour in these things by using shades of grey. It's a bit tricky to use, so don't whap it in unless you're fairly sure what you're doing.

Having entered the painlessly short hex listing using the hex loader, saved it and breathed a sigh of relief, CLEAR 59999 and LOAD "" CODE 60000. Then LET 1=USR 60000 followed on the same line by five numbers to define the parameters of the set. An example would be LET 1=USR 60000 -2-1.2+3.2+2.4+35 (which draws the whole set), where the first two numbers are the coordinates for the bottom left hand corner of the bit you want to plot, the next two are the width and height and the last one is the maximum number of iterations that will be performed on each point.

The only thing we're missing now is a routine to easily let you zoom in on parts of the set without having to fiddle about with numbers and things. AH sent one, but it was a bit crap so I'm still looking.

```
60000 F3 2A 5D 5C E5 2B 11 54 =843
60008 EB 06 04 C5 06 00 23 7E =609
60016 FE 2D 20 02 06 FF FE 0E =862
60024 20 F4 23 04 CC 6E 34 01 =682
60032 05 00 ED B0 01 FB FF 09 =934
60040 CD 6A 34 C1 10 DD 23 7E =954
60048 FE 0E 20 FA 23 23 23 7E =781
60056 32 C3 EA 62 6B 13 36 00 =757
60064 01 09 00 ED B0 E1 22 5D =775
60072 5C 01 00 00 C5 79 CD 28 =656
60080 2D C1 C5 78 CD 28 2D 21 =878
60088 54 EB 11 92 5C 01 1E 00 =605
60096 ED B0 06 10 CD 0D EB 3A =946
60104 67 5C E6 03 28 12 E1 E5 =940
60112 29 44 4D 11 4C EB 87 83 =780
60120 5F CD F9 EA 04 CD F9 EA =1475
60128 C1 04 78 FE 60 38 C5 06 =926
60136 00 3E 7F DB FE CB 47 28 =976
60144 06 0C 79 FE 80 38 B5 FB =1009
60152 C9 C5 D5 3E BF CD AC 22 =1275
60160 D1 3C 3C 47 1A 0F 10 FD =710
60168 B6 77 13 C1 C9 EF E3 04 =1184
60176 34 40 B0 00 60 05 E1 0F =633
60184 01 E2 04 34 40 B0 00 80 =651
60192 05 E0 0F C0 02 C1 02 E4 =861
60200 31 04 E5 31 04 03 E0 0F =577
60208 E4 31 0F E5 04 E1 0F C5 =962
60216 31 04 01 C4 31 04 0F 34 =370
60224 40 B0 00 04 03 37 00 03 =305
60232 35 DE 38 C9 00 00 02 01 =535
STOP
```

Cock-Up Corner

As many of you pointed out, with varying levels of self restraint, I made a bish in issue 46. With *Hex Loader V2* to be precise. The trouble is that the hex code overlaps in memory the hex loader that you'll need to enter it with, so if you try to type it in as it stands you'll get an Out Of Memory error. Oops.

Never fear – the solution is simple. Enter the start address as 35000 instead of 25000, and type in the hex as if all the addresses were 10000 higher. When you get to the end, save it as normal by typing STOP (Symbol Shift and A). Then reset the computer, CLEAR 24999 and reload the code with LOAD "" CODE 25000. Finally save it out again, after the Basic loader, with SAVE "hexloaderc" CODE 25000,712. This will definitely work. Honest.

Bye

Don't forget that with the return of the £50 prize you have absolutely no excuse for not coming up with at least something for me over Christmas. Anything will do, as long as it runs on a Spectrum and is utterly fab, so chuck a copy on to a tape and send it to... Jonathan Davies, Program Pitstop, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.



Win 20 copies of *Tintin On The Moon* from Infogrames!

27. What famous Jimmy from the world of pop most closely resembles the famous boy reporter?

a) Jimmy Somerville
b) Jimmy Saville
c) Jimmy Osmond

'Pop' over to page 98 for answer time.



The crashing of bamboo shinai as the Kendo warriors do battle; the stamping feet and pounding flesh of the Sumo wrestlers vying for control of the ring; Kung Fu masters turning inner strength to powerful punches amidst a flurry of scissor-kicks; and the no-holds barred brawling of street corner Freestyle.

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HARD DRIVIN'

YOUR SINCLAIR MEGAGAME





There's no moo-cow on the 8-bit conversion. But don't fret, Spec-chums, we've got the skid pan which isn't on the 16-bit version!



There are several other road users tootling along, minding their own business. Let's stop under the open drawbridge for a mo, shall we, and see if we can see any of them leaping over it on the stunt track! Veroooom! (Leap!) Look, there goes one of 'em now! It's Postman Pat late for a delivery!



Here's the action replay of me unexpectedly encountering a fellow road user at the top of the loop! AAAARRRGH!



Tengen (Domark)/£9.99 cass/ £14.99 disk

Davey Hmmm! Hang on a mo, let me consult the *YS* book on how to start a driving game review. Ah yes, here it is. "Vroom! Vroom! Watch me zoom!" Hmmm! In this case it's more like "Vroom! Vroom!" (unless you've got a 48K, 'cos there's no sound) "Watch me swerve all over the shop as if I've just consumed 15 pints of vodka!" Make no bones about it, this game is hard, but then, as Clare (the rather nice Domark lady) told me, "It's not called *Soft Drivin'* is it?!" Hem, hem, point taken!

Hard Drivin' has been one of the most eagerly awaited arcade conversions of this year. How on earth could Domark think it could squeeze such a massive driving sim into the humble Spec?! I had my doubts, but now it's arrived and, bearing in mind I'd braced myself for a disappointment, it's skill! In case you missed our Megapreview last month, the arcade *Hard Drivin'* is a racing game much more akin to a driving simulator than a normal arcade machine, and the first I've seen with a full complement of gears and a clutch pedal for starters! In it you get to drive a 'popular sports car' (Italian, red and with a name which begins with 'F' – Domark doesn't have the licence to use the name!) around a 'Speed Track' or 'Stunt Track'. The latter features high speed banking, an open drawbridge and a spectacular loop-the-loop! Oh, and there's a cow standing next to the barn which 'moos' should you run it over! Half way around each circuit is a checkpoint – make this and you'll get extra time. Make it to the end and, if you're quick enough, you'll get to race the 'Phantom Photon', a computer-controlled car which emulates the performance of the previous best lapper! (So if you had the previous best lap you'll get to race yourself!) Oh, and any time you crash you'll get to see a replay of yourself coming to grief from a spectator's viewpoint!

Suffice to say then that most of this has been ported down on to the Spec, which is no mean technical achievement! There are no pedals, of course, it's largely monochrome and there's no cow (boo hoo!) but most of the other arcade features are here. F'rinstance, you've got the whole arcade course to zoom around, even the skid pan which isn't on the 16-bit versions! (So "Yah boo sucks!")

Alright alright, so you know all this – what you want to know is 'how does it play and is it fast?' The answer is that it plays remarkably well, and, considering just how much the computer has to cope with, it is fast! I mean, what we're dealing with here is a solid-filled 3D environment à la Freescape. Unlike most games in which a car will be represented by so many different sprites, in *Hard Drivin'* no matter what angle you look at something the computer will mathematically work out what area should be filled by the graphic and present you with the appropriate image. Okay, so I've compared the graphics to Freescape, but, whilst those games are very slow, this isn't the case here. There are times when the action will noticeably jerk and slow down, such as when you come around a corner and see the suspension bridge, but the overall impression is of it being pretty darn speedy! I assume the programmers, Binary Design, overcame some of the speed problem by having the computer update screens on a system of priorities. Background details, like half the bridge, appear in their own time! There are other glitches in the graphics too. The Spec basically can't cope with tying all the blocks of graphics together. This is most apparent in the loop where the graphic appears to break up. But you'll learn to live with it. Oh, and the replay feature is brilliant, especially if you can manage a 'head on' over the drawbridge!

In terms of control, the game is not unlike the arcade original in that it's very tricky. It's more akin to a flight sim in many respects (!) and did take me some time to master. Although much easier with a joystick, there is a key available to automatically centre the steering wheel which will assist beginners. My first attempts were really erratic (hence the intro!), but be patient, it's worth it! Suss this out and you get to have a go at the manual gearbox! Like the best flight sims it'll take some time to perfect your control, but stick at it. It might not have the instant playability of *Stunt Car Racer*, and don't expect an *OutRun* or *WEC Le Mans* clone, but if you're into a thinking person's driving game you won't want to miss *Hard Drivin'*.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
88°	90°	85°	65°

DIAGNOSIS

Difficult to master, technically accomplished arcade/driving sim with brilliant graphics. If you like flight sims you'll definitely get your money's worth!!

90°

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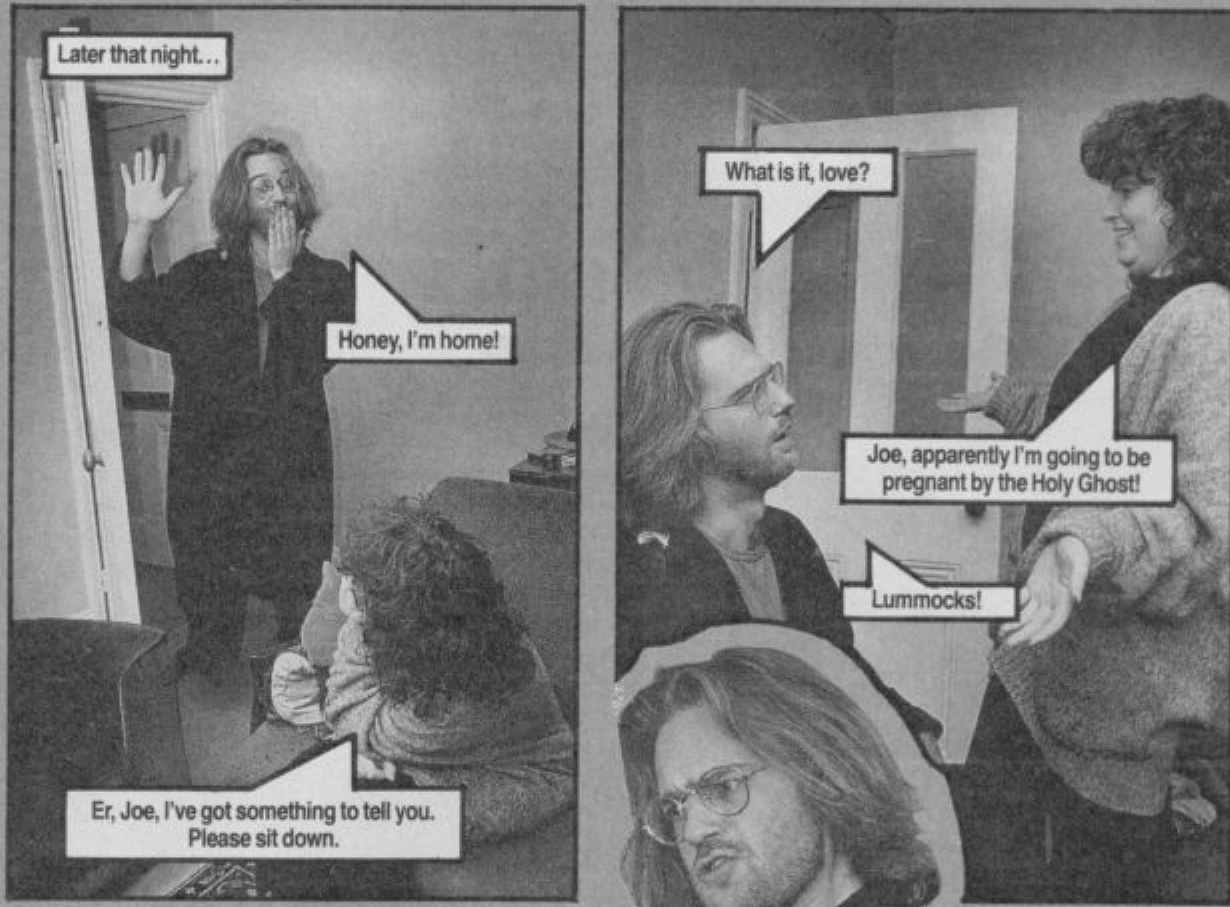
29. *What is 'Real Tennis'?*

a) A bit like 'ordinary' tennis, but you play it indoors and have spook shelves along the walls of the court and sort of roll the ball along them

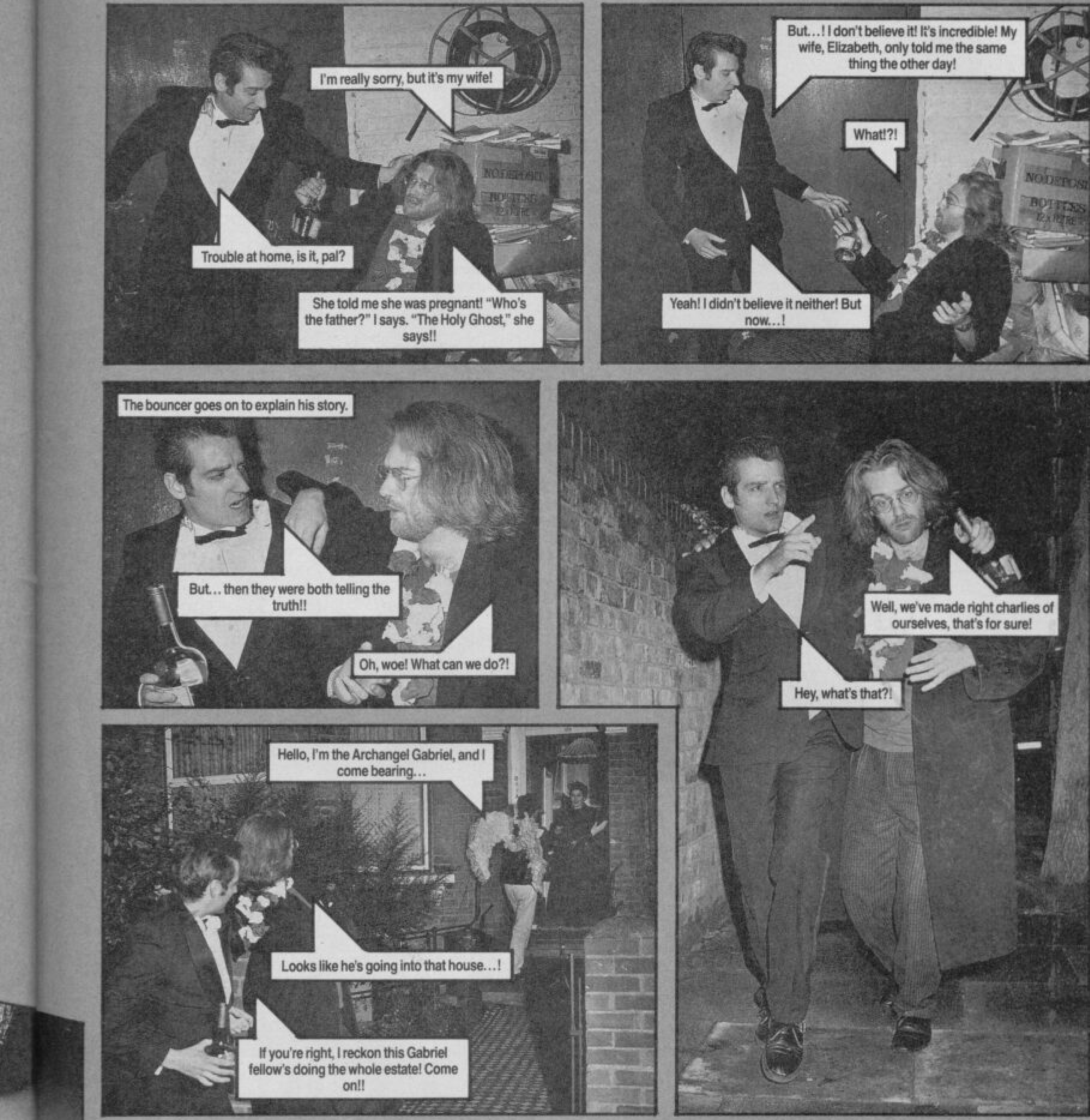
b) A bit like 'ordinary' tennis but the net is about 15 feet high, and you play with 11 on each side

c) A bit like 'ordinary' tennis except you do it on ice skates with a large ovoid ball

Er... howzat!! Run along to page 98 where you'll be able to serve up your answer.











Win ten copies of *Ironlord* from Ubi Soft!

30. *Where is Iron Bridge?*
a) Yorkshire
b) Shropshire
c) Woodstock

Grand! Iron out the difficulties then steel yourself to answer on page 98.





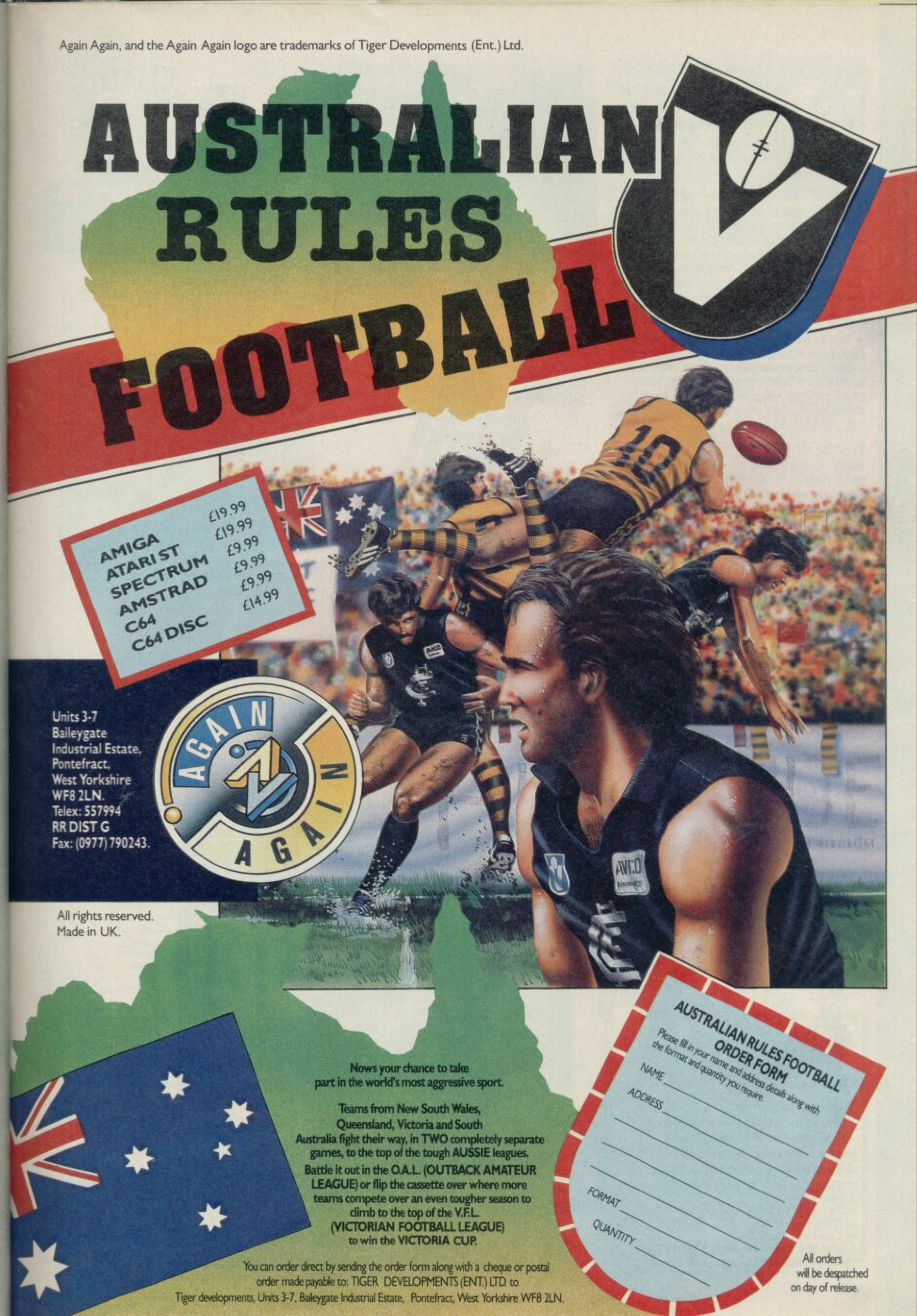




Win ten copies of *Continental Circus* from Virgin Mastertronic!

31. *Who always commentates on Grand Prix on the telly, and you always wish he wouldn't?*
a) David Coleman
b) Murray Walker
c) Keith Chegwin

Brill! Now, cut all the corners to page 98 and wave a chequered flag at the answer.



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MYTH

System 3/£9.99 cass/£14.99 disk



Matt They're a funny old lot at System 3. There's one type of game they do very well indeed (a sort of semi-actiony, semi-puzzley, flip screen adventure thing) but as soon as they try anything else they tend to go a little bit wonky.

Take this summer for instance. Out they came with *Dominator*, an attempt at a classic progressive shoot-'em-up, which, despite promising graphics, got roundly panned. And quite right too, because it really wasn't all that good. More recently there was *Tusker* (reviewed last issue), much more traditional System 3 territory and a bit of a return to form, though, like *Dominator*, it had a rather rushed feel to it.

Happily though, everything has come together for them on *Myth*. Quite simply, it's brilliant — a massive flip screen arcade adventure, absolutely jam-packed with neat graphical touches, nicely timed gameplay and suitably tricky puzzle bits. If there's been a better original Spectrum product this year I haven't seen it.

The Plot

Totally loopy, of course, but it does make bizarre sort of sense. You play a normal human chappie who's been whisked into the past by some greater power to sort out various minor gods and mythical beings, all of whom have gone a bit doolally. A bit of a steep task for an ordinary joe, you might say, but, in fact, if you've ever read any Greek myths, the gods are always mucking about with the destiny of men and getting them to do their dirty work. The idea works so well because the programmers have been pretty faithful to the spirit of the originals, and there's such a ready supply of brilliant monsters to be filched from ancient legend.

The Graphics

Don't be put off because some of the sprites look a little small, oh dear me no. The graphics in *Myth* are absolutely brilliant.

A lot of it has to do with the animation. Our little hero has a whole host of different moves (walk, hack, fire, raise shield, big jump, little jump, punch, kick, crouch) and they all work very smoothly (once you've sussed out how to do them. It often takes a combination of keys). Then again, some of it has to do with the design. Take the big end-of-level monsters. There are some truly spectacular set piece beasties here which really take your breath away, especially as the way the game is structured you'll suddenly flip a screen and see them all at once, broad as daylight and twice as ugly.

The smaller set piece baddies are equally lovely (nicely animated and often attacking in unusual ways), as are many of the foot soldiers. Take the *Jason And The Argonauts* style skeletons, for instance. They drop down on screen (or climb up

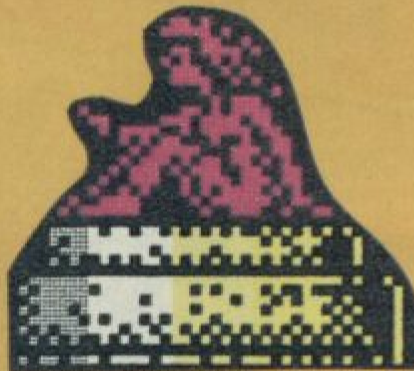


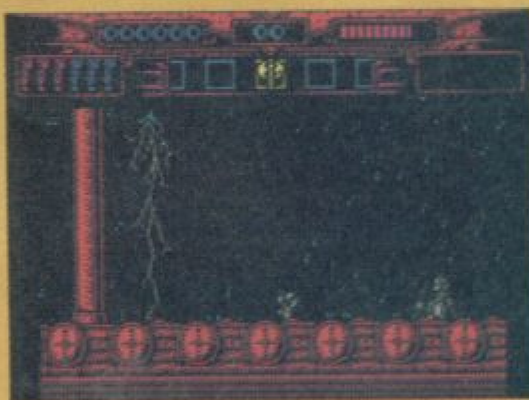
Aha! It's the giant Hydra monster from the end of the second level. His three heads all move and shoot fireball things at you, but while you can approach him from various platforms and angles, you don't really stand much of a chance unless you've picked up the special anti-Hydra weapon from a secret room earlier in the level.

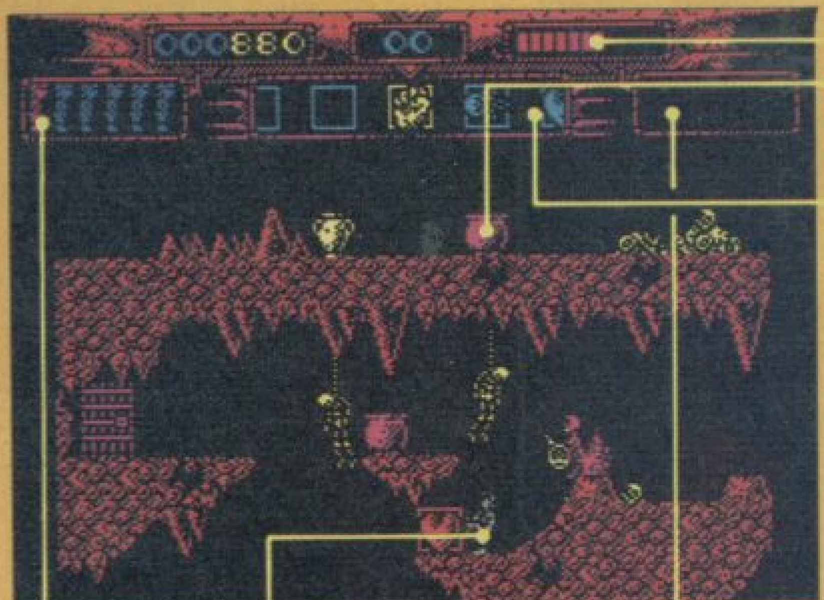
YOUR SINCLAIR MEGAGAME



I just had to show you this bit. It's the thunderstorm from the start of the Viking (Norse) Level. Though you won't be able to see it here, the whole screen flashes while rain and forked lightning splashes down. It's the biz! Who says Speccy games have to be monochrome?







Here's your energy bar.

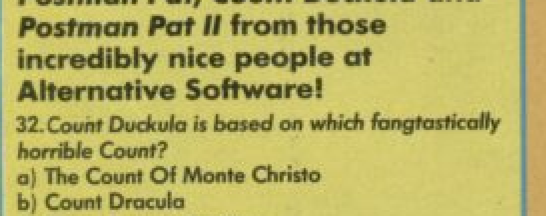
Hack this pot for extra energy or a nifty new weapon.

This icon strip shows what you've got in your inventory (or pockets, to you and me), what you're using at the moment, and (above) how many of each there are. You've got (very useful) fireballs, knives, hearts (which provide a temporary shield against energy loss), funny lightning things (I've not worked out what they do yet) and loads of other ones.

Here are your three lives, though it's possible to collect more. Try catching the dove that flies off at one point for an extra batch (blooming impossible, but I did manage it once).

This is you. You may be small, but you're perfectly formed, and can perform all sorts of moves. Hurrah!

This is where the teleport balls that you collect are stored. Get five and they transform into a cluster of five jewels. Pick those up, rush back to the teleport area and you can progress to the next load.



Win one of ten copies each of *Postman Pat*, *Count Duckula* and *Postman Pat II* from those incredibly nice people at Alternative Software!

32. *Count Duckula is based on which fangtastically horrible Count?*
a) The Count Of Monte Christo
b) Count Dracula
c) Count Your Lucky Stars

Count the pages to page 98 and fill in your answer there.

out of the ground), look around a bit, suss out where you are and then come for you. Brilliant! Kill them, and you collect their heads (you'll need to use them later on). Then, when you actually get round to lobbing one, you find it does a lively little bounce along the ground. Brilliant!

Finally, there are the effects. The flame sequences are smart throughout, the explosions are really bright, colourful and full of bits flying about all over the place, and the death graphic is simple but lovely. In fact, this is my favourite — your body turns into a stream of twinkly bits which fly around and then recorporate rather like someone being beamed down in *Star Trek*. It's just one neat little touch in a game full of neat little touches.

The Puzzles

Anyone familiar with *Last Ninja II* will know the sort of thing — collect Weapon A from behind the wall on Screen B to open the door in Room H, or whatever. It's the same sort of thing here, but, if anything, they've done it even better.

You see, these gods might be all powerful and everything, but they've got their weak points if only you can suss out what they are. Things have been made easier for you here by the careful placement of suitable weapons (hidden in chests or urns, deposited by dead nasties and so on), all ready to be collected before you actually come across any of the big monsters. Now, if you've done things right, it's just a case of rummaging through your inventory, finding the best tool and working out how to use it. A bit of trial and error should see you right.

So there it is. All in all, it's brilliant. There are enough levels and puzzles in here to keep you going for absolutely yonks, but even after you've completed it I suspect you'd still keep loading the thing up just to remind yourself how nice Spectrum graphics can look, how neat the puzzles are and just what damn fun it all is to play.

In a year when a lot of full price stuff has looked suspiciously monochrome and budgety, this is about as full price as you can get. There are touches in here that aren't strictly necessary, but have been worked on and put in there because someone actually cares about producing a really good product. A deserved Megagame.

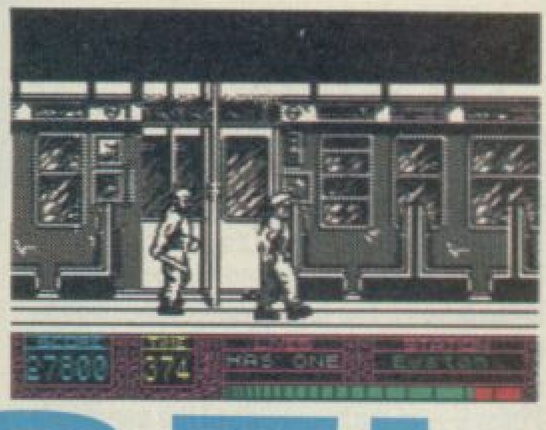
finalverdict

LIFE EXPECTANCY 90° | GRAPHICS 96° | ADDICTIVENESS 93° | INSTANT APPEAL 91°

DIAGNOSIS
Lovely colourful graphics, neat animation, great puzzles and bags of clever characters make this the best System 3 game yet, and one of the highlights of the year.

95°

FALLEN ANGEL



Here I am in good old Blighty (Level Two). Needless to say, the train I'm on at the moment arrived late!

Alternative/£9.99 cass



Robin Let's face it. You only need a modicum of intelligence to realise that another scrolling beat-'em-up is hardly the kind of stuff civilisation as we know it is crying out for. I mean, even a new Kajagoogoo album would offer more excitement.

That is, of course, unless said game could offer some new and original features that put it above all the other crusty old limb-cracking titles. Don't start winching your hopes up though.

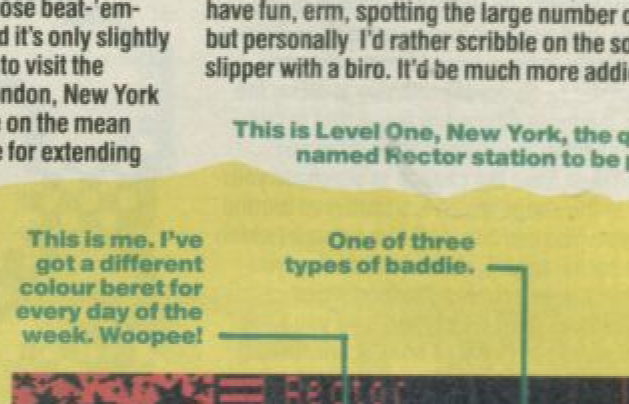
Fallen Angel is another one of those beat-'em-ups with a cosmopolitan flavour and it's only slightly original element is the way you get to visit the underground railway systems of London, New York and Paris, inflicting acts of violence on the mean muthas you meet there. The excuse for extending this fraternal head butt across the ocean is an international drugs ring which our vigilante-type chappie Fallen Angel wants to crack. Each rail network has several stations and you need to pick up an air ticket left randomly at one of them in order to progress to the next country so you can impress everyone with the international underground plans in the back of your Filofax.

Your opponents in *Fallen Angel* are pretty much like your average knife-wielding drug pusher next door and although they're nicely drawn and pretty meaty they don't exactly send out vibrations of toughness or offer the variety of no-good types in *Target Renegade*, for example. I suspect a quick blast of The Kids from *Grange Hill*'s rousing anti drug anthem *Just Say No* would probably have them cowering for mercy. Even the evil drug baron positioned at the last station of each country isn't the fearsome mega baddie you might have expected from similar outings.

For an 'Angel of Death' old Fallen doesn't seem to have many punches and kicks up his belt. Don't go thinking there are any carelessly mislaid weapons about for you to use either. The gameplay's just about deep enough to paddle in but the baddies are too easily duffed up to make any real demands on your adrenal gland.

I suppose some might find solace in yet another beat-'em-up if they're already bored with the hoard of superior titles and no doubt trainspotters too will have fun, erm, spotting the large number of locos, but personally I'd rather scribble on the sole of my slipper with a biro. It'd be much more addictive.

This is Level One, New York, the quaintly-named Rector station to be precise.



Trainspotter time. This little beauty's number is 45684395, or, as I've only spotted one other train so far, number two.

This is me. I've got a different colour beret for every day of the week. Woopee!

One of three types of baddie.

Time left 'til the plane for Paris departs.

Hmmm, as you can see the lives counter isn't exactly specific.

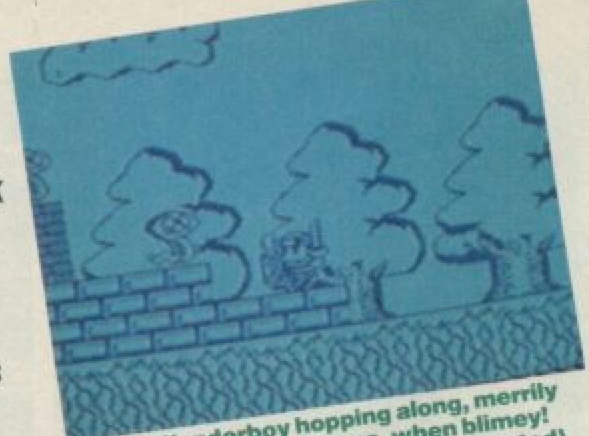
Energy. Replenish it by picking up a dagger left at one of the stations.

finalverdict

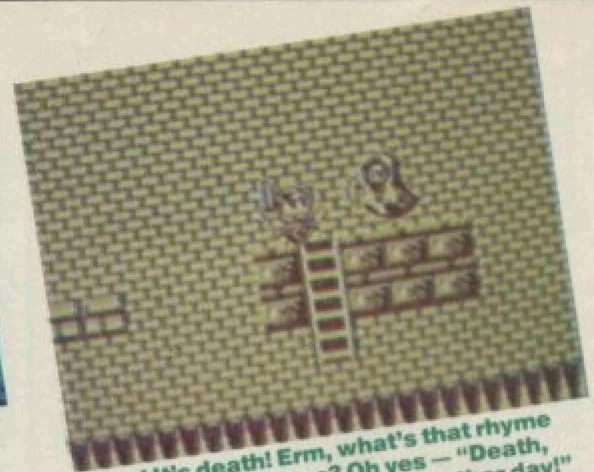
LIFE EXPECTANCY 37° | GRAPHICS 69° | ADDICTIVENESS 33° | INSTANT APPEAL 45°

DIAGNOSIS
No probs technically but the limpness of the action makes for a pretty unsatisfying experience.

40°



Here's Wonderboy hopping along, merrily minding his own business, when blimey! It's a cross-eyed (and scarcely animated) snake. Oi! Slither off, you rotter!



Yikes! It's death! Erm, what's that rhyme they used to teach us? Oh yes — "Death, death, go away, come again another day!" There's a good personification of the absence of life!

Activision/£9.99 cass/£14.99 disk

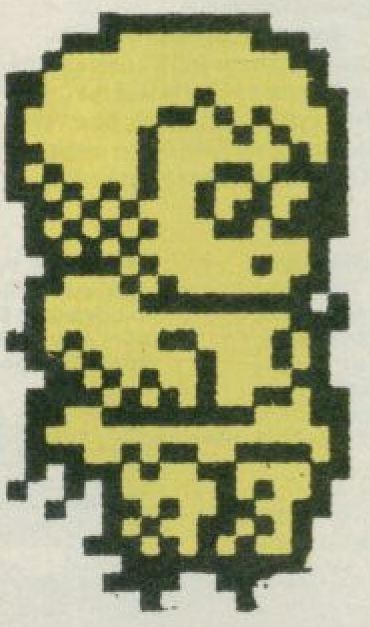


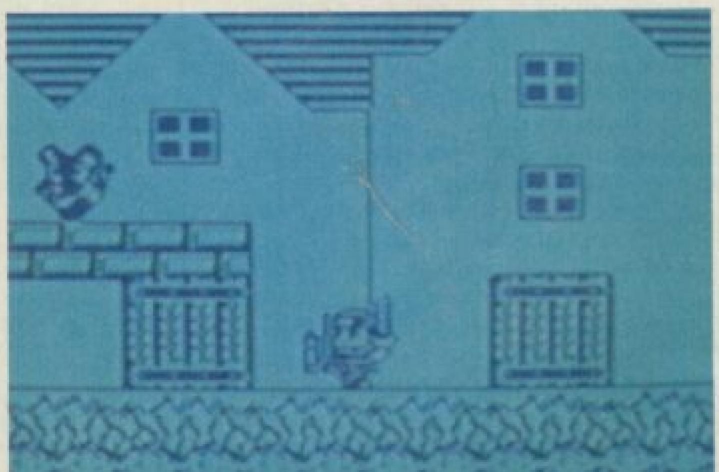
Dunc Yaaaaarrrghhh! It's a 'cute' game! A conversion of one of those coin-ops that the Japanese (and Matt) seem to be so fond of. The hero, Wonderboy (who's been promoted to the rank of 'Super' for some reason), is about as macho as Sue Pollard — at the beginning of the game he's even wearing a nappy, for Gawd's sake! Luckily, though, he soon gets given a suit of armour. I suppose I'd better tell you what happens next.

SUPER WONDERBOY

Well, you've seen *Wonderboy* (we gave it to you last ish, remember?), so you'll know the general format — an up/down, left/right scrolling platformy shoot-'em-up (in various hues of monochrome). Not unsurprisingly, *Super Wonderboy* is along the same lines, the main difference being that in this game you collect money after dispatching any nasties, and then have the chance to purchase your 'upgrades' in the shops which are scattered around the landscape. You can buy stuff like armour (which makes you harder to kill), shoes (which stop you getting horribleness between the toes when treading on doggy-doos — oh, and help you jump higher) and weapons (such as bombs, whirlwinds and lightning). Some of the shops aren't actually shops at all though. They contain mega-nasties, which, when killed, release absolutely loads of dosh and either an extra weapon or a key to the next level.

The levels themselves are quite varied (as in the *Wonderboy* we gave you). There's land to cross, water to cross, lava to cross, the latter two with the aid of little platforms, both static and moving. There are castles to enter, dungeons to trek through, ramparts to hop, skip and jump along, all the time waiting for the next nasty to come into view. There are loads of little 'surprises' in store for you as well as you trundle your way along the pathways. One second you'll be thinking something like "My word, what an incredible easy stretch of the game this is" when, all of a sudden, 'Poof!' (*'Ere, are you calling Super Wonderboy a poof? Ed*), you fall down into a hidden section of the game. It's more of the same, of course, but there are about eight billion juicy power-ups, so if you're particularly skill you can actually emerge from them (back into the main game) with roughly the same amount of energy as you had before you left, but with a whole bundle of bombs, armour and cash to boot.



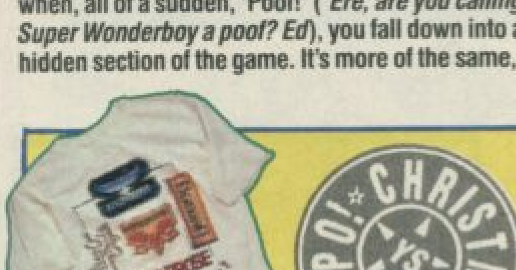


Don't ignore your local general store! Have a beer with the nice man behind the counter and he should dish out some pertinent clues.

The aim of your quest is to reach a giant dragon at the end of the game and kill it. (Which is probably why Wonderboy is wearing a nappy — in case it's scarier than he'd anticipated.) Killing the dragon means that, as you'd expect, you win the game. But it's not going to be easy — 'cos *Super Wonderboy* is big (big, big). And it's got a fair old rake of multiload waits to prove it. Too many in my opinion. I'm sure they could have squeezed bigger loads in if they'd wanted to. Another thing that I don't like is the way your main sprite sort of 'floats around' when you move him (make him jump, that is). This was far more 'solid' in the game we gave you.

Graphically, *Super Wonderboy* isn't quite as good as its predecessor either — things tend to be a little tricky to make out at times. It's not that bad though, so I won't have a mega-moan. Playability-wise, certainly, *Super Wonderboy* is a bit corky. The learning curve is well thought out and you really feel as if you've made good progress before you die. You also learn enough in the process to enable you to get much further the next time you have a go, but you still need to be a mite on the tenacious side.

It's quite lucky that we gave you *Wonderboy* last month, because it means that I know you've all played it. And what *that* means is that I can say this — if you absolutely loved *Wonderboy*, then you're really going to like *Super Wonderboy* too (but possibly not quite as much). But then if you absolutely loathed and detested *Wonderboy* then you'll hate *Super Wonderboy* with even more venom. Quite simple really, isn't it?

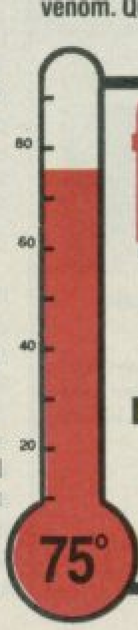


Win ten 'Five Of The Best' T-shirts from Microprose!

34. No, not five of the 'best' T-shirts. T-shirts with Five-Of-The-Best on. Now we've got that straight, can you tell us how many beans make five?

a) Five
b) A tin of Red Kidney Beans from Sainsburys
c) A bean, a bean, a bean, a half, a bean, a half and a bean

Okay, having worked out your answer, put all your beans in one basket on page 98. (*Eh? Shouldn't that be eggs? Ed*)



finalverdict

LIFE EXPECTANCY 78° | GRAPHICS 70° | ADDICTIVENESS 78° | INSTANT APPEAL 75°

DIAGNOSIS

A souped-up version of *Wonderboy*, which improves on much of the original in theory but at a slight cost to gameplay.

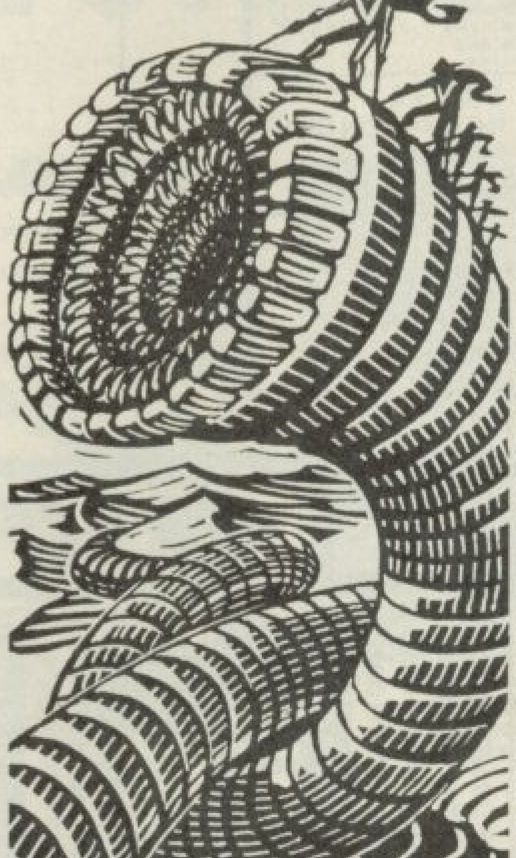
YS ADVENTU

I really thought I was going to complete an adventure without any help from you — no such luck." That was the message from **Victor Bell** of York, who's a pretty busy chap. When not listening to the latest Alice Cooper album he's playing *The Great Peepingham Train Robbery* while simultaneously reading *The Chronicles Of Thomas Covenant* AND selling his record collection to save up for a word processor. One thing he asks is why *YS* doesn't review books, to which I can only say that it's for the same reason we don't review videos, records or TV progs, and only occasionally review things like Bird's Instant Whip flavours. Being as how we're a computer mag, we tend to stick to that.

Nevertheless, I know lots of adventurers are interested in fantasy and sci-fi books in particular, so here's Vic's Top Five list. Gold and silver medals go to the first two *Chronicles Of Thomas Covenant* by Stephen Donaldson, with *Lord Of The Rings* picking up a bronze. Also in the running were Frank Herbert's *Dune* series, and Asimov's *Foundation* series. Vic also recommends buying *Heroes Of The Lance* for your Speccies, as it comes with Book One of the *Dragonlance* trilogy which he immediately read, closely followed by Book Two the next day and Book Three the day after!

But on to Vic's *Peepingham* problems. He says he knows he has to cook some sausages in the bed-pan (charming!), but what does he fan the fire with? Answer — REPAPSWEN EHT. You should have picked this up near the start of the game, though you may find someone trying to prevent you. If so, just tell them to HTUOS OG. And what to do when the alley cat scratches your nose? GEP SEHTOLC A RAEW.

J Waddington of Bradford says "*YS* rules OK", which we all know anyway but it's nice to be reminded. It increases your chances of getting your questions answered too! JW's having trouble with *Planet Of Death*, though with a title like that you wouldn't expect an easy ride of it, would you? What to do with the key found in the computer room? DLEIF



ECROF RETFA ROOD NO ESU. How to escape from the cell? TI DIOVA OS T'NAC UOY. And how to deal with the forcefield? Different commands are accepted here. You can ZTLAW NEHT ECIWT TI HCUOT, or alternatively try ZTLAW YTINAV YAS NEHT ECIWT NUG ERIF. And what use do the stones have? I dunno! Any ideas?

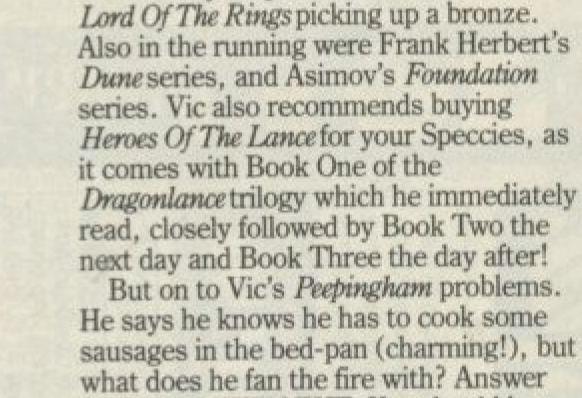
Nicholas Sweeney of Middlesborough gives a bit of general advice that should encourage beginners. "A thing I see as important in adventuring is learning. When I finished *The Hobbit* for the first time I learned things which I then used to overcome *Sherlock*, and so on." Nicholas was getting into nostalgic mood recently, he says, when he was browsing through his back issues of *Micro Adventurer* magazine. It made him think about his fave adventures, and he came up with quite a long list of those he's always happy to go back to again and again. That's one mark of a good game — will you play it again even after you've finished it? Among Nicholas' 'Top 23' are *The Hobbit, Rigel's Revenge, Sherlock, Valhalla, Twin Kingdom Valley* and most Delta 4 and early Level 9 games. What are your fave raves from the grave?

M S Walker of Peel in the Isle of Man is a John Wilson fan, and completed *Retarded Creatures And Caverns* before I could say "Megagame". He's sent me a full solution and some tips, so here are a few for you-hoo. To get some string TSEV LEVARNU. What to do with the dragon — REGRUB WTIW DEEF. What to do when you've searched the rubbish — SEMIT EROM OWT TI HCRAES. What to do with the chest — ENOTS HTIW HSAMS. He also reminds you not to carry more than one item when you HCUOP OTNI BMILC.

Martin Betts of Norwich had his name printed in these sacred pages a few issues back, and promptly did a couple of handstands. He says it was a bit embarrassing as he was on a bus at the time. However, none of his friends saw his moment of glory, so can I print his name again? Certainly not. Publicity-seekers, doncha just hate 'em?

Flukeit-fans may like to know that author **Colin Jordan**'s nearly finished a third game on his own 'Worldscape' adventure-writing system, but details are under wraps as he's still negotiating the copyright in . . . well, in a famous series of books, that's all I can say at the mo. Sounds interesting, anyway! Colin says this'll be his last Spectrum adventure, as in the future he'll be writing for the SAM. He wrote to ask me to pass on one bit of info about *Inspector Flukeit*, which stumps lots of people, which is how to find the vicar. MOORDEB S'ELDNUM NI YRTSEPAT EHT ENIMAXE OT RENEDRAG EHT KSA.

By now every female adventurer in the country should know what I like — kisses on the bottom. Yup, put some kisses on the bottom of your letter and it goes straight to the top of the pile. That's what happened with a letter from darling **Angie** from Launceston, who wanted to know how to open the locked door in *Gremlins*. FOOR EHT FFO OMZIG PORD. In *Inspector Flukeit*, how to read



Win ten copies of Screen 7's mandible mangler *Jaws*.

35. Who was the famous Hollywood film director who brought Jaws to the silver screen? Was it:

a) Roman Polanski
b) George Lucas
c) Steven Spielberg

Simply direct yourself to page 98 and fill in your answer.

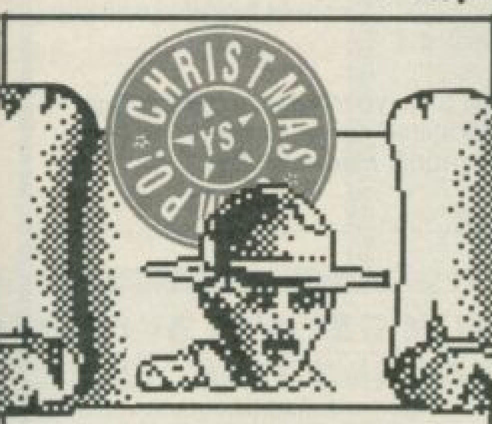
URES news

the tiny writing on the ransom note? CITTA MORF SSALG GNIYFINGAM TEG. If you can't find what you want in the attic HCROT EHT HTIW KOOL. Finally, Angie says she's tried every input known to woman to try to get the book and newspaper out of the library in *The Great Peepingham Train Robbery,* so how do you do it? HTUOS OG OT NAIRARBIL LLET.

Jon Rose of *Enigma* tapezine fame writes to say that John Wilson of Zenobi Software is the first adventure writer to drag him away from his normal computer diet of shoot-'em-ups. That's also down to the *YS* special offer coupons, which persuaded Jon to buy some of John's games, notably the *Behind Closed Doors* series. So taken is this ex-arcade junkie that he's now interviewing the Rochdale Balrog for a future edition of *Enigma,* the 128K tape magazine. And you'll need all of 128K to accommodate John Wilson's ego after such praise.

More thanks to adventure authors comes from **Claire Dyard** of Aubrives in la belle France. Since discovering *Red Door* on the Cover Tape Claire's been playing adventures by the dozen, so first of all she thanks T'zer for putting it on the tape, (are you listening up there in your big new office in the sky, T'zer?), and Tom Frost and other mail order companies for providing great adventures. But how to help the witch get her crystal ball in *Prince Of Tyndal*? KOOH DNA ELOP EHT ESU. How to unlock the door on the first floor in *Castle Eeerie*? You need a key which you find if you KCOLC EHT HCRAES. What to do with the door on the grandfather clock? FFO LLAF OT TNAEM S'TI SA GNIHTON.

So guess how I'm going to end a column which has a letter from a French adventuress in it? That's right! XXX



Win ten copies of *Tusker* and 25 posters of *Tusker* and *Myth*.

36. What's the difference between African and Indian elephants?
a) The colour of their tusks
b) The size of their ears
c) Indian elephants can't play the harpsichord
Charge through to page 98 and trumpet your answer.

ILLUSTRATION BY ANTHONY COLBERT

Venture forth with Mike Gerrard



Imagine the scene. A dark and stormy winter's night, only you in the house, playing your fave adventure, and, lumme, you get stuck! You ring your mate — no answer. Panic. Write to Mike Gerrard? But you won't get a reply for at least a week. Horrors! So what you gonna do? Nope, not call in the Ghostbusters, or even the Adventurebusters. You're gonna ring. That's right! 0898-338933.

So what is this number? Dusky Dolores and her Sexy Secrets? No, you perverts, it's the Guiding Light telephone adventure helpline service, that's what. It was launched in the summer by adventure-mad Jackie Wright and her hubbie, and aims to be on duty with help in hand whenever you want the answer to your adventure problem PRONTO! Ring the number and a friendly voice will be there to check through the Guiding Light archives and hopefully solve your probs there and then. In fact, the friendly voice may even belong to adventure supremo (supremess?) Sandra Sharkey, founder of Adventure Probe, author of *Shymer* and general all-round good egg. Sandra's agreed to help the helpline two days a week, so that's a recommendation in itself.

In addition to the hips and tints... I mean tips and hints... there are telephone reviews and even the occasional compo with software prizes. The service has to be paid for, of course, and costs 38p per minute peak time, 25p per minute after 6pm and over the weekends. Don't forget that number now, it's 0898-338933. Okey-dokey?

Talking of telephones, someone just this very day suggested I try ringing the Adventurers Club number. So I did, for a laugh if nothing else. Lo and behold, there's someone on an answerphone doing a very good impersonation of Henry Mueller — could it even be Mr Mueller himself, I wondered? The message is that ACL is due to re-open, and by the time you read this all members should have received a leaflet detailing the club's new services. Well, well, well. All I can say is that some people are born optimists. I for one will be having nothing to do with a club that disappears for months at a time — and not for the first time, if you remember — without any thought for its members to let them know what's going on. Some of you may have even gone to the trouble of seeking legal advice. I know that well-known adventurer Allan Phillips was trying to get people together to see what could be done about recovering lost subscriptions by legal means. I wouldn't blame anyone for keeping their fingers crossed and hopefully seeing out their existing subscriptions, if indeed the club does manage to emerge again from wherever it's been silently lurking. But anyone who renews or considers joining ACL right now must have more money than sense.

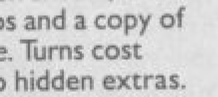
Fans of Linda Wright's adventures — and there are lots of them — have been pleading with her to do another one and continue the line of ace games like *Jade Stone, The Beast, Cloud 99* and *Agatha's Folly.* The good news is that Linda may get round to another game in early 1990, but the bad news is that the next adventure won't be for the Spectrum. Boo-hoo. But the good news is — well, it's not official yet, so don't tell anyone I told you, but I hear rumours that Zenobi Software, who published Linda's latest, may be re-releasing her earlier titles on

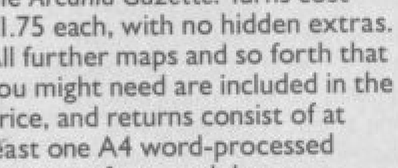
its own label in order to breath new life into them... and pick up some more sales, of course, from adventurers who know that Zenobi's games are always excellent. (Question — will he manage to get another plug in here for *One Of Our Wombats Is Missing*? Answer — of course!)

● One reason Linda's been too busy to write another adventure is that she's been organising the start of her first PBM game. This is now in full swing, for anyone who's interested. Called *Arcania*, it's set on a strange island which bears that name. You set sail and find yourself on a mysterious island — but is it Arcania? Whatever, it's an island where treasures abound, and they're yours for the taking. Maybe. But even if you don't find the gems that are hidden here, there are many other quests to undertake, and secrets to be explored. Like, are you on Arcania or aren't you?

"*Arcania*," it says here on this bit of paper, "is a professional, single character, hand-moderated, fantasy role-playing postal game." Phew, what a gob-full. Combat takes a back seat to role-playing, apparently. Start-up costs a fiver, and for that you get two free turns, background information, character generation sheets, sample sheets, maps and a copy of the *Arcania Gazette*. Turns cost £1.75 each, with no hidden extras. All further maps and so forth that you might need are included in the price, and returns consist of at least one A4 word-processed sheet — often much longer.

A good recommendation for *Arcania* is that the play-testers who Linda Wright's been using have all said they want to carry on playing even when they have to pay! Send your fiver, or just an SAE for more info, to Marlin Games, 19 Briar Close, Nailsea, Bristol BS19 1QG.





Win two copies of *Tomahawk*, two copies of *Fighter Pilot*, three copies of *TT Racer*, three copies of *ATS* and two copies of *Bobsleigh* from the now stockless Digital Integration!

37. Who was the first man to fly an aeroplane over the English Channel?
a) Richard Branson
b) Louis Bleriot
c) Vanessa Paradis

Bon, maintenant il faut ecrire votre response sur page 98.

CHEAP HERMITAGE

You may (or may not, it's up to you) recall that I was pretty keen the other month on an adventure called *The Hermitage* by Tony Collins, which had a gory but gripping story and some of the best graphics I've seen lately. It also had the virtue of being available in 128K and +3 versions, as well as your ol' 48K, each making the most of that machine.

As yet another exclusive Christmas prezzie for *YS* adventurers, Tony Collins has agreed to do a special deal and really trim his prices to the bone (no fat). If you send him a blank C15 tape, you can have the 48K *Hermitage* for £1.49. Send a blank C60 and the 128K version is yours for £2.49. And, best of the lot I think, send a blank disk and the +3 version also costs only £2.49. There aren't that many +3 adventures around, so what a cheap way to get your hands on one of the best of them.

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MIKE'S £90,000 CHRISTMAS GIVEAWAY!!!

Yes, folks, I've got £90,000 to give away this Christmas — what other magazine can do this? None! So how's it work? Right, well, if every reader of this special Xmas issue buys a copy of my new book, *Adventures On The Spectrum* (plug, plug), then I stand to lose about 90 grand 'cos just for you lucky *YS* readers I'm knocking a pound off the cover price as a special Christmas prezzie bargain.

The price in the shops is £4.95, except of course you can't buy it in the shops, and the regular mail order price is also £4.95, plus a staggering 5p towards postage. But just for this One-Off Special Season Of Goodwill Offer, you can get this amazing, fantastic, incredible, mouthwatering, 32-flavours of a book for just £3.95. Brilliant or what?

Adventures On The Spectrum isn't your tatty cheapo-cheapo productions booklet — it's a genuine, properly-printed paperback with a glossy cover and everything. Lawks-a-mussy. In between that glossy cover you've got 128 pages just packed with information on anything and everything to do with Speccy adventures — how to play them, how to publish them, their history, tips for beginners, where to buy them, what clubs and magazines are around, and oodles more.

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So how do you lay your hands on your share of this £90,000 giveaway? Just fill in the coupon, sunshines, and send it off. (Next month, Mike looks at the Spectrum adventure scene in Barbados.)

Yikes, I just can't believe it, let me get my hands on my share of the loot toot-de-sweet. I enclose my cheque/postal order/international money order for £..............for.................copies of *Adventures On The Spectrum* by that genial genius Mike Gerrard at the special once-only *YS* price of just £3.95 plus 5p postage in the UK, £1.05 postage outside UK. (Overseas readers must pay in sterling.)

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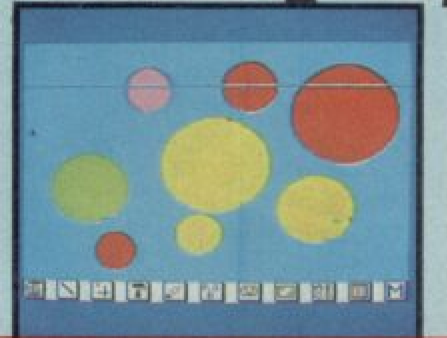
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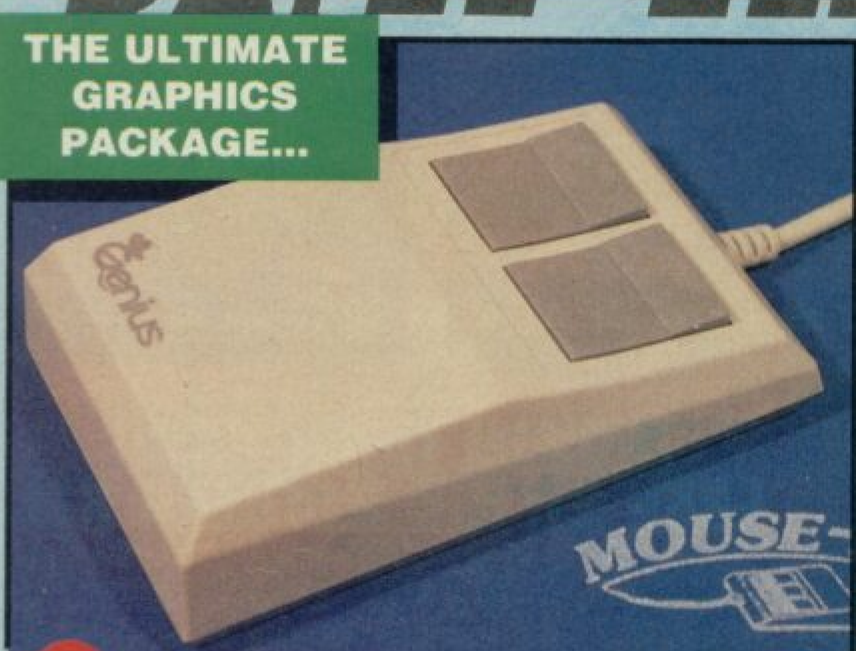
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SCAPEGHOST



As we now know, *Scapeghost* is going to be the last of the traditional adventures from Level 9. Not even Ingrid Bottomlow will be making her promised third appearance, so it's boo-hoo and tears all round. Pete Austin says sales have been falling with each successive release, which seems mad as the games have been getting better all the time! No doubt piracy has played its part, and anyone who's ever pirated a game can now be glad that at last they've seen the consequences.

But down from the pulpit and into the graveyard, where the action in this one takes place. You didn't think there was much action in a graveyard? Obviously you've never spent a night in one, or in this case three nights, one for each part of the adventure — November Graveyard, Haunted House and Poltergeist. You have to survive each night in order to get through to the next part, but you can also play them independently if you like.

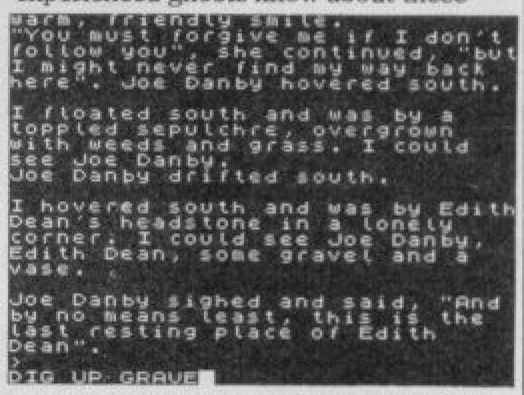
Why are you in a graveyard? Well, you're about to be buried, that's why. Yes, you start this game as a stiff. You used to be a copper 'til you got involved in some drugs deal. You were betrayed to the drugs gang, and took the blame for your own death. Nasty stories abound, so you've got three nights in which to prove your innocence.

You'd do well to start this game several times before playing it for real. Each time you start use the FOLLOW command to latch on to different people attending your funeral. You'll hear and see some useful clues. One 'tec says "Well, that's one nosey snoop buried", so it sounds like there's more corruption here than in the West Midlands Fuzz force. You also learn something about the vault in the graveyard.

Sooner or later the lights will go out, day becomes night, and the other ghosts on the graveyard shift start to put in an appearance. Your spirit guide will be Joe Danby, who's in the next grave to you. He used to be landlord of the Pig And Whistle. He'll show you around, and introduce you to your other neighbours. You should pay great attention to what's said as you'll need all these chums on your side to succeed. It's a bit like the first part of *Ingrid's Back,* where you have to sort out their problems in order to recruit them to your cause. In fact, it's all very traditional Level 9 stuff, which is probably why the company bought the idea from Sandra Sharkey and Pete Gerrard (who he?) in the first place. Game design is by Pete Austin.

There's tons of enjoyable stuff in here, and they've dug up (geddit?) every graveyard joke they can. I can spot my brother's jokes a mile off — they're the ones that make you groan out loud. But we don't play adventures just to enjoy ourselves, do we? We want problems to solve, and *Scapeghost* has some good ones. First, when you think about it, is that, as a ghost, you can't pick anything up as it slips through your ghostly fingers. But if you work on it, you can slowly improve your strength and be able to pick up a petal, if not quite crush a grape, fairly soon. Mind you, you can't escape the dreadful jokes even when solving the problems, as you'll find out when you try to help lift the curse that's befallen Edith Dean. In fact you can solve this in more than one way — all of them involving dreadful puns!

So if it's all such jolly fun, why isn't this a Megagame? Well, it's got niggling faults which make it all seem like a bit of a rush job. It may be unfair to say it, but the feeling seems to be "Well, it's our last one anyway, so it doesn't matter". There are a few typing mistakes in the text. If you ask Joe Danby to do anything you are usually told "Joe agrees", but then you discover he hasn't actually done what you asked. I asked him to pick something up, which I couldn't manage (more experienced ghosts know about these



things), and he agreed, so we wafted all the way over to the other side of the graveyard, I asked him to drop it and the silly spirit hadn't picked it up after all!

Not quite up there with the Level 9 classics, but you'll still be missing a lot if you don't buy it. So long, lads, and thanks for all the fun.

FAX BOX
Title .... *Scapeghost*
Publisher .... Level 9, PO Box 39, Weston-Super-Mare, Avon BS24 9UR
Price .... £19.95 +3; £14.95 tape versions

Graphics	■■■■■■■■□□	8
Text	■■■■■■■■■□	
Value for Money	■■■■■■□□□□	
Personal Rating	■■■■■■■■□□	

Scapeghost follows the usual Level 9 format of being available in disk versions for the +3 (triple-format disk also usable on Amstrad CPC and PCW machines), and on tape for 48K and 128K machines. Tape versions both come in the same box and are text-only. The 48K version lacks UNDO and RAM SAVE commands. The text-only versions lose nothing, as the graphics are up to Level 9's usual standard. The parser is its usual sophisticated self, including commands like FOLLOW, RUN, GO TO, BRIEF/VERBOSE, WORDS/PICTURES and FIND (though the last isn't documented).

The box comes with a poster, with loading and other instructions on the back, but there's no novella, booklet or other goodies, which makes it seem rather pricey.



Win five copies each of *The Tolkien Trilogy* and *Soccer Spectacular* from Beau Jolly!

38. Who was the author of that famous tome The Lord Of The Rings?

a) J.R. Ewing
b) J.R. Hartley
c) J.R.R. Tolkien

Bootiful! Hobbit over to page 98 and fill in your answer.

YOUR SINCLAIR MEGAGAME

BEHIND CLOSED DOORS III

By now you should know what to expect from a Zenobi *Behind Closed Doors* game, as this is the third in the series and has the sub-title *Revenge Of The Ants*. In case you don't know, these are author John Wilson's renowned one-location games, that one location being . . . well, the smallest room in the house. Or, as we're dealing with Balrogs, the little room in the hut at the bottom of the garden, where all Balrogs must visit at some time or another. If you think a one-location game must be small, then you've not allowed for all the things you can do in that one location . . . apart from the obvious, and you can do that and much, much more. In fact, this is probably the first adventure game where you HAVE to input a four-letter word in order to succeed, though it's a fairly mild four-letter word. Well, the results aren't mild but the word is.

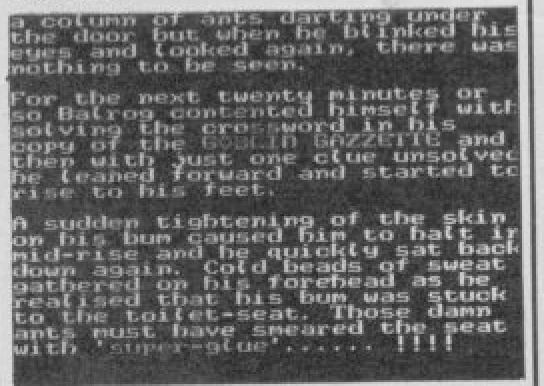
So where do the ants come into this? They've come into it before the game even begins, as, due to events which cannot be repeated here, they sought their revenge on the Balrog by sticking superglue on the loo seat. The result is that Balrog's bum is stuck to the potty — that's how the game begins, and your job is to escape. To make matters worse, there's something nasty in the sewer system — after 101 moves you'll find some razor-sharp teeth coming up from below and sinking themselves into your pink fleshy bits. Cheeky! To find out what it is, just read the *Goblins' Gazette*, the mis-spelt newspaper which you always take with you on these visits to the bottom of the garden.

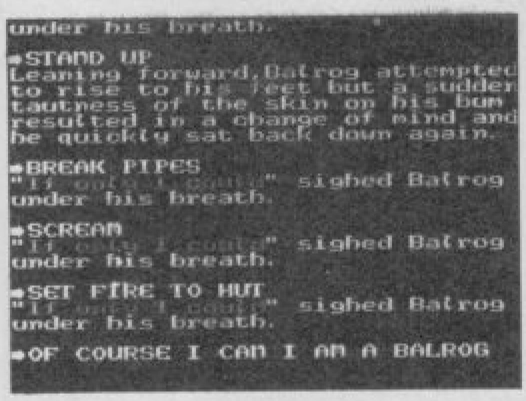
As usual, you can read the *Gazette* — and see if there's any way it can help you get out of your sticky predicament. After all, you don't have too much with you in there, just the paper and a felt-tip (by which I mean a pen, of course). Typing WORN, one of the first commands that anyone sensible types into an adventure game, you discover that the Balrog is clad in a red-flannel nightshirt (tucked up to the waist) and a pair of Doc Marten boots. The nightshirt does have a key in its pocket — but try to get it and it falls to the floor to be carried away by a mouse.

Other than this, there's a hammer on the shelf on the back of the door (just out of reach, naturally) and a voice from outside asks if you know if there's a spanner on the floor. A spanner? Just what you need to undo the bolts fixing the toilet to the floor, but then the voice disappears and you're still stuck to the seat. I did manage to get the hammer, though I'm not quite sure how. I typed HIT PIPES, was asked "With what?", I said WITH GAZZETTE and mysteriously I'd managed to knock the hammer to the floor and score 40 out of 225.

There are the usual hilarious responses, which may or may not have anything to do with the game. Try HELP for a laugh, and GET ALL as well. There are loads of random messages adding to the chuckle count, like the on-going battle between the spider and the fly. At one point the spider swings out, says "Stitch this!" and gives a Glasgow Kiss to the fly. If you don't know what a Glasgow Kiss is, think yourself lucky.

Not one for those who don't like lavatory humour, which means most of the *YS* readership should enjoy it thoroughly — in fact, most of you have probably already bought it, so I'm wasting my breath telling you to go out and get it. There's a bonus game on the B side, *A Stroll In The Bleak Forest*, an *Ultimate*-style 3D arcade adventure, for those who like that kind of thing. Watch out for the spiders that herd you into corners. I wonder if Zenobi will make *Behind Closed Doors IV* a 3D graphics game? Hmm . . . perhaps safer to stick to text-only.



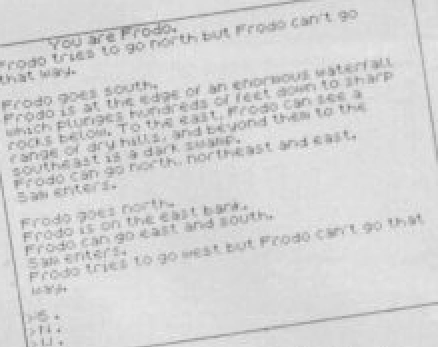


Title .... *Behind Closed Doors III*
Publisher .... Zenobi Software, 26 Spotland Tops, Cutgate, Rochdale, Lancs OL12 7NX
Price £2.49

Graphics
Text
Value for Money
Personal Rating
9

YOUR SINCLAIR MEGAGAME

THE TOLKIEN TRILOGY



Here's a release that took everyone by surprise, with Beau Jolly, the compilation company, taking the very enterprising move of releasing a bumper box containing the first three Tolkien adventures.

Inside the dandy pack you get two tapes containing *The Hobbit*, *Shadows Of Mordor*, both parts of *Lord Of The Rings* and even the beginner's adventure for *Lord Of The Rings*. No +3 disk version, old chums. The machine you need to get the best of these games is the original +2 Speccy. This allows you to consecutively load in the two parts of *Shadows Of Mordor*, the text-only game and the additional graphics file, to create a graphics version of this adventure. With 48K machines, the +3 and the recent version of the +2, the +2A, you can only load the programs separately.

A 16-page booklet is included, and for once someone's gone to a bit of trouble with it. There's everything you need, including backgrounds to the games, loading instructions, recognised words (though not all are mentioned), general hints and so on.

No point in going into detail about the stories, as (a) how do you explain *The Hobbit* and *Lord Of The Rings* in 100 words, and (b) most people know them already. It's just great to see all the games made available again at a bargain price. *The Hobbit* was, of course, the adventure that started it all, and got so many people hooked on adventures in the first place. Despite its faults it's one of those games that everyone ought to play, a landmark in adventure history. It's already sold a few hundred thousand copies, so if you don't have it already, where *have* you been?

Title .... *The Tolkien Trilogy*
Publisher .... Beau Jolly Ltd, 29a Bell Street, Reigate, Surrey RH2 7AD (0737-222003)
Price .... £12.99 (tape only)

Graphics
Text
Value for Money
Personal Rating
9

SPACE H

Flashback — The Original *Space Harrier*

They said it just couldn't be done on the Speccy. I mean, it was just too fast and too colourful, wasn't it (32,000 tones at last count)? But then what happened but pesky Elite went ahead and did it anyway. What cheeky fellows! This was way back at the start of '87, before anyone had ever heard of *Afterburner* or *Galaxy Force* or those other 'Wham Bam, What On Earth Is Going On' arcade shoot-'em-ups. At the time, *Harrier* was seen as probably the ultimate arcade game, faster and brighter than anything seen before, and quite obviously impossible to reproduce on an 8-bit home computer. Or was it?

Well, no. said Elite. And blow us down if its finished conversion didn't get nine out of ten and a *YS Megagame*! We were impressed with the speed, the smoothness with which our hero moved and the colour. We were a bit less taken with the fact that half the time you couldn't see your little man properly, what with the hills on the horizon, the rush hour crush of attackers and the rather confusing chequerboard ground bit (but you can't have everything, can you?). The other thing that was missing was the continue mode, which meant you had to go back to the start all the time, unlike on the original. Still, otherwise it was a bit of beezer conversion, so who's complaining? Hurrah!





Space Harrier . All very nice, but what's happened to the little hero chappie himself, eh? Well, look closely and you'll see him down on the ground in the bottom left corner. Not too clear, is it?



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39. How well do you know Sir Clive? Is he:

a) Short and stocky with dark curly hair and a swarthy complexion

b) Tall and balding with silly spectacles, a gingery beard and a massive intellect

c) Rather rotund with more than his fair share of chins and an unusual skin condition

Simple, non? Now hop in your C5 and peddle to page 98 for the answer.

The original *Space Harrier* was a birrova massive hit down the arcades, and blow us down if it wasn't equally well received on the Speccy. Now Grandslam is converting the sequel, so *Matt Bielby* donned a handy jet pack and zoomed off for a look-see.

What a 'ground breaker' of a game that *Space Harrier* was, eh? A real hellzapoppin' corkeroony and a birrova megahit all round! And how about *Space Harrier II*? What a coin-op! Loads faster than the original, with more levels, more aliens and... Eh? It wasn't a coin-op? Erm... what was it then? A what drive?! Ahem. Erm, apparently *Space Harrier II* is only available on the 16-bit Sega Megadrive (a snoot Japanese console that isn't even officially available in this country yet!), and has never been in the arcades at all.

Not that that stopped those Grandslam chappies though who leapt straight in and snaffled up the licence anyway! And guess what they've done with it? They've only produced a game that's exactly the same as the last one, haven't they? Except it's faster. And smoother. And it's easier to tell what's going on. In fact, it's going to be quite a bit better all round. Hurrah!

Space Harrier: The Concept (Man)

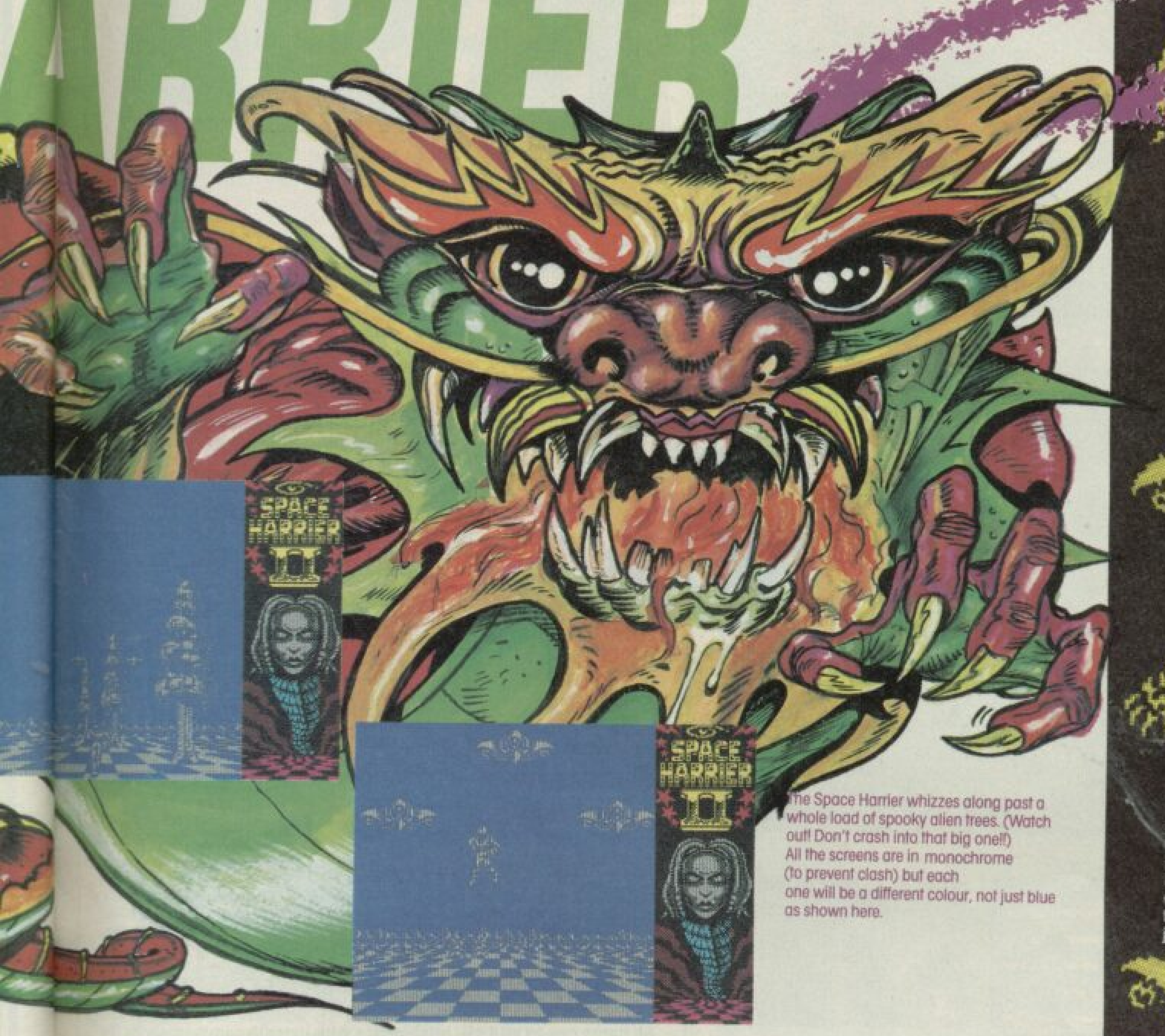
What can I say? It's a game totally devoid of plot! Or, at least, I've never really been able to find one. What happens is that you play a little flying chap armed with a big gun, and you zoom across a rapidly scrolling chequerboard landscape (rather like an extra wide rolling road) at impossibly high speeds, shooting everything. And that's it.

Oh, except for the dragons. And the three headed turtles. And the lions, robots and giant nuns! And the suits of armour, two legged frogs and batmen! Lumme! There are absolutely piles of these flying nasties in fact, all of which zoom the other way from you (ie out of the screen while you whizz into it) and sort of attack you. And that's not all, for there are also hundreds of boulders, trees, Roman-type columns, giant rock heads and so on that crop up too, forming stationary obstacles you have to fly around. It's a nightmare!

If there was ever a game of truly mindless blasting this is it. If you can cope with the massive confusion (the big danger is that there's often too much on the screen to tell what's going on), the moments when you seem to be totally out of control (but aren't really) and the scrolling landscape which makes your eyes go all funny it could be the game for you.

There's only one real relevant hint — keep moving! (You're less likely to be hit that way!) Oh, actually I've thought of another one — keep firing! And that's about it, really. Blimey O'Reilly O'Rourke!

ARRIER



The Space Harrier whizzes along past a whole load of spooky alien trees. (Watch out! Don't crash into that big one!!) All the screens are in monochrome (to prevent clash) but each one will be a different colour, not just blue as shown here.



Here are a few of the big baddies from throughout the game, including some of the end-of-level nasties. Loadsa snakes, but watch out for the three-headed turtle, the giant 'nun', the jellyfish, the…

Programmer's Corner

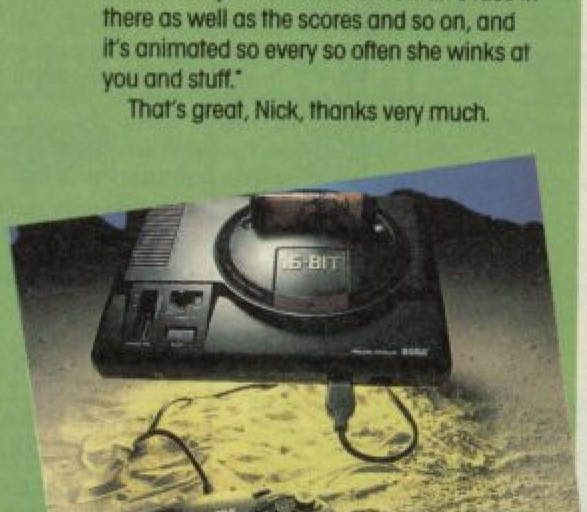
Space Harrier II is being put together by Teque, which has done a lot of work with Grandslam over the years, including *Terramex* and the recent *Thunderbirds* game. Nick Kimberley, who worked most recently on *Passing Shot* for Image Works, has been doing the Speccy version.

"Basically we're very happy with what we've done," he said. "There wasn't much problem with the speed. In fact, it's faster and the sprites are all larger than in the Elite conversion. One thing we did find impossible though was the bit in a few of the levels where the sky becomes a rolling chequerboard just like the ground. The effect is like being underwater (sort of) with the sea bed beneath you and the surface of the water above. The baddies in these sections are all jellyfish, giant clams and similar. We're keeping the watery bad guys, but unfortunately can't manage to reproduce the top chequerboard acceptably, so we're leaving it off.

"There are 12 levels in the Sega Megadrive version of the game, and obviously we're hoping to reproduce all of those, though if that proves impossible with the leader we're using we may have to go with just eight instead. Though the levels are numbered, the idea is that you can start anywhere and progress through them from there, going around the whole lot again if you complete it (but with everything harder).

"Another nice little touch is the animation on the side panel. There's a woman's face in there as well as the scores and so on, and it's animated so every so often she winks at you and stuff."

That's great, Nick, thanks very much.



This rather, um, sexy-looking black gizmo is the Sega Megadrive, from which *Space Harrier II* originally comes. You can't buy one yet though, so don't get too carried away. (Well, not officially anyway, though some shops are importing them 'on the sly'.)

Game	*Space Harrier II*
Publisher	Grandslam
Programmers	Teque
Price	£8.99 cass/£12.99 disk



Win 50 super-duper Activision *Power Drift* posters and enough *Power Drift* stickers to re-paper Buccy Palace!

40. ***The original* Power Drift *game was made by which company?***

a) Sega
b) Atari
c) Sainsburys

Drift over to page 98 and dash down the answer.

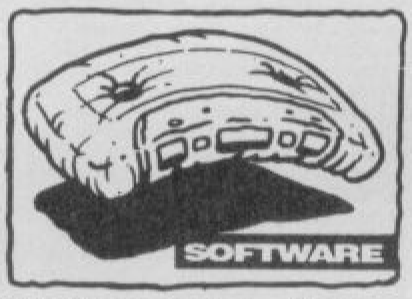


■ Spectrum 128K + with +D disk drive, interfaces, Cheetah 125+ joystick, Multiface 1, Light Pen, Times 2040 printer with rolls, data 'corder, Ram Turbo dual port interface, and all leads. Over £350 worth of software on disk and cassette including *Gunship*, *Bard's Tale* and *Operation Wolf*. Contact Peter on (01) 690 1741.
■ Spectrum 128K +2 for sale, with two joysticks and manual, and over 50 games including *Star Wars* and *Enduro Racer*. £150 ono. Telephone (0703) 582192.
■ Spectrum 128K +2, with Cheetah 125+ joystick, +2 interface, magazines, £400 worth of software, new titles, POKEs and more. Will sell for £200 – what a bargain! Phone Chris Goodall after 6pm on (01) 399 9719.
■ Spectrum 128K +2 but with external cassette connectors. No loading probs. Joystick and all the other stuff plus software – £100. Phone John on (0860) 247904.
■ Spectrum +2, Swift disk, mouse, digitiser, £800 worth of software and magazines. All worth £1,000, but sell for £250. Phone (0273) 834805 after 5pm and ask for Edward. Buyer collects. Split possible.
■ Spectrum 128K +2 for sale, Cheetah 125+ joystick, top software titles including *Roadblasters*, *Matchday 2*, *Operation Wolf*, *Dragon Ninja* and *Target Renegade*. Loads of mags, all for £120 (Eire). Phone Ireland (0001) 884424. Excellent condition.
■ Multiface 1, boxed and in good condition. Also Spectrum, unboxed with instructions, both for £25. Also £250 of games, new and old. Sell for £35. Ring (0606) 43775 on Mondays around 6pm.
■ Spectrum 128K, +D disk drive, tape recorder, ten disks, Pick-POKE-It, Kempston mouse, OCP Art Studio, £200 worth of software. Will sell for £220. Tel (0636) 704474.
■ I've got £700 worth of Spectrum software for sale including *Artist II*, mouse, joysticks, interfaces and magazines. All the latest games for £300. Phone Andy on (01) 303 6217.
■ Spectrum +3 for sale with joysticks, leads, interface and over £300 of software. Free lightpen! All for £270 ono. Phone Andrew McPhillips on Aberdeen (0224) 633398.
■ Spectrum 48K; books, software £35. Interface 1 £10, Kempston centronics interface £10. Times 2040 printer £12. Contact John Hawkes, 21 Woodvale Gardens, Wylam, Northumberland NE41 8ER.
■ Printers! Epsom FX80 with new ribbon, £110, Olivetti DM100 six months old and still boxed, £175. A hundred sheets of paper with each one. Ask for Chris on (0935) 25001.
■ Spectrum 48K with over £600 worth of games, joystick, and all leads. Sell for £220 ono. Phone (0495) 248037 after 6pm.
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■ For sale – Spectrum 48K+, complete with three joysticks, interface, cassette recorder and over 200 games. All for £70 ono. If interested, contact Martin on (061) 366 6654 after 6pm.
■ Spectrum +, Quickshot II, interface, Currrah speech synthesiser, games including all three *Star Wars* games, *Artist II*, *Trantor*, *Prestige Collection*. Offers around £60, thank you. Write to A Doherty, 49 Leigh Road, Haydock, St Helens, Lancs WA11 0EH.
■ Spectrum 128K +2 with two joysticks, £350 worth of original software, Amx mouse and software. All worth £600, sell for £250. Tel (01) 531 0481 after 6pm.
■ Spectrum +3, plus multiface, as new £160. Write to KM Riley, 48 Goodison Gardens, Erdington, Birmingham B24 0AQ, or ring (021) 350 3664.
■ ZX Spectrum+ for sale, loads of games, joystick and interface, mint condition. Phone Scott on (0253) 301524 or write to Scott Shaw, 50 Tarnbrook Drive, Normoss, Blackpool, Lancs FY3 7QA.



Win ten copies of *The Story So Far Volume IV* from Elite! Blimey!

41. Fairy stories always end...
a) With everybody killing each other
b) In tears
c) Happily ever after
Sniff! Sniff! If you're happy with your answer then write it down on page 98.

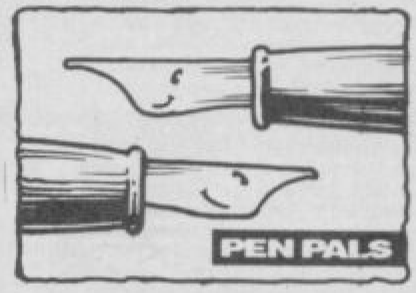


■ I've got the games that you want! So why don't you send me a list of games to swop with me? All letters answered, of course. Write to Øystein Sørbo, Søråshøgda 401, 5041 Nordås, Norway.
■ Wanted – *Batman 2*. Swop *Navy Moves*. Contact E Benwell, 28 Blackwood Road, Streetly, Sutton Coldfield, West Midlands.
■ Swop! Desperately wanting *R-Type* and *Forgotten Worlds* for any game including *Robocop*, *Batman 2*, *Ikari Warriors* and *Silkworm*. Contact Graeme on (0342) 311226 after 6pm. Bye!



Ha-arrr, Jim lad! There be tons of treasures in this 'ere *Input Output* column! 'Undreds of dubloons to be saved on hardware and software, and dozens of new shipmates for you to write to!! It's more fun than playing *Trivial Pursuit* with Blind Pew! Arrr!!

■ I want to swop games and ideas about programming in Machine Code. Please write to Francisco Pinho, Rua Do Jardim 598, Vilar Do Paraiso, 4405 Valadares, Porto, Portugal.
■ Hello! I will swop lots of budget games – CodeMasters, Kixx, Encore, Mastertronic, various titles. Three for a full price game? Four for a joystick? Contact David after 4pm on (0420) 89914.
■ I want a copy of *Afterburner* or *OutRun*. Will swop for any two of *Operation Wolf*, *Robocop*, *Thunderblade*, *Space Harrier*, *New Zealand Story* or a Spec Assembler. Send tape to Van Coppenolle W, Van Leeg Tot Zand 1, 8200 Brugge, Belgium. You get a free list as well!!
■ Swop *He-Man The Movie* and *Death Wish 3* for *Running Man* and *Red Heat*. Contact Dan, 5 Little Weighton Road, Skidby, North Humberside HU16 5TW. First reply gets free budget game.
■ Wanted desperately – *Batman The Movie*! I will swop for *R-Type* and *Total Eclipse 1* and *2*. Originals only. Phone (0405) 767354 or write to Martin Turton, 37 Kingsway, Goole, Humberside DN14 5HE.
■ Wanted – *Emlyn Hughes*, *Peter Beardsley* or *Batman The Caped Crusader*. Will swop for *Football Manager 2*, *The Double*, *Treble Champs*, *World Champs* or *Football Boss*. Interested? Contact Paul, 32 Anderson Road, Bishopton, Renfrewshire, Scotland PA7 5EW.
■ I've got lots of good games like *Indiana Jones And The Last Crusade* and *Time Scanner*. Wanna swop? Write to Mark Abing, Boschen En Houenstraat 10, 2012LT Haarlem, Holland. Oh, Dutchies can call (023) 316009 as well.
■ Wanted desperately – *Batman 2* for any four of my budget games. Also *Crazy Cars II* or *Tiger Road* for *Thunderblade* or *Total Eclipse* on tape. Originals only and in boxes. Phone Dominic on (0840) 770927.
■ Lots of games to swop, mostly new ones. Send your list for mine. Guaranteed reply. S Wilks, 6 Davies Street, Penywern, Merthyr Tydfil, South Wales CF48 3NR.
■ I have games to swop with you. Send your list for mine to Jorge, Traca Cidade Salazar Lote 177 - 2 Esquerdo Olivais Sul, Portugal.
■ Wanted *GAC*, *Tai Pan* (128), *Cybernoid 2*, *Afterburner*, *Carrier Command*, *Yeager's AFT* or *Ikari Warriors* for *720°*, *WEC Le Mans*, *Bionic Commando* (128), *Throne Of Fire* and *Living Daylights*. Originals only. Phone Chris on (0670) 575521.
■ Wanted *Iron Lord*. Will swop for *Platoon*. Phone Lee after 5pm on (0502) 695511 and tell me your list.
■ Swop lots of good games. Reply guaranteed. Send your list for mine, to Philippe Leclerc, 168 Rue Jean Volders, 1420 Braine L'Alleud, Belgium.
■ I will swop *Solid Gold* for one of *Forgotten Worlds*, *Batman 2*, *Afterburner* and *R-Type*. Write to Thomas at 'EHSA', Tivoli Road, Dunlaoghaire, Dublin, Ireland.
■ Lots of new games to swop. Send your list for mine. Reply guaranteed. I have a Speccy +3. Write to Martin Iwinski, Ul. Lukowska 8m 12, 04-113 Warszawa, Poland.
■ Games! Games! Games! Also lots of Dutch software! 48K only. Send your list for mine, to André Wevers, Esdoornstraat 7, Opheusden, 4043M6 Holland.
■ Wanted – *Rolling Thunder*, *Garfield*, *Batman* and *Dragon Ninja*. Will swop for *Pink Panther*, *The Munsters*, *The Flintstones* and many more. Write to Peter Chapman, 51 Montgomery Road, Penwithick, St Austell, Cornwall PL26 8UU.



■ I'm a 17 year old Spectrum owner and I'm looking for female pen pals aged between 14 and 18. You don't have to own a Spectrum, but if you like writing and you're bored write to me and give me something to do. Brian, 242 Lower Twydall Lane, Gillingham, Kent ME8 6QP.
■ Speccy owner seeks pen pals of any age, into computing, music, art, humour and swopping ideas. Girls or boys, from anywhere in the world. This is gonna be big! John, 15 Coverdale Close, Heywood, Lancs OL10 3BA.
■ Very weird male, aged 15, seeks equally weird female for his pen pal. Likes U2, Guns 'n' Roses and Prince. Send photo if possible. Myke Jones, 9 St Michaels Church Road, Aigburth, Liverpool L17 7BD. Hi to John Sayle, Uggy and Lee.
■ Male, 14, seeks pen pal 13-15. I have loads of games and am interested in football and most modern music. So write now to A Ivankin, 420 Great Cheetham Street, Salford 7, Lancs M7 0XN.
■ Hi! Any 13-17 year old girls out there who want to write to a fun-loving young man? I like music, walking, cinema, and going out to dinner. All letters answered. Steve, 7 Hamilton Green, Myattes Field Estate, Brixton, London SW9 7RS.
■ Wake up! 20 year old male wants pen pals all over the world to swop programs, ideas, routines. My other interests include music, fantasy games, comics, and a good laugh. Mikael Petterson, Boställsv. 14, 43341 Partille, Sweden.
■ Speccy owner, 17, seeks female pen pal, 16-22 (preferably Speccy owner). Must live in Belgium or the Netherlands. My interests are writing programs (Basic and Machine Code),

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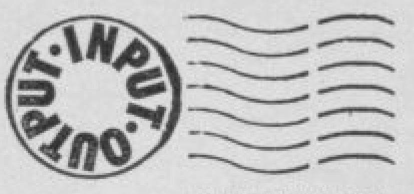
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YS 49

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pop music and sport. Write in Dutch to Joost Van Coppenolle, Van Leeg Tot 2 and 1, 8200 Brugge, Belgium.

■ Speccy user, ten, seeks other Speccy user, 10-13. Must be Michael Jackson fan. If interested, please write to Daniel, 5 Surrey Way, Laindon, Essex SS15 6PS.

■ Help! Pen pals needed. I'm getting a computer soon but at the moment I'm using my Dad's. I need a pen pal, aged 10-13, for POKEs and games. PS I am ten. Stephen Rosenfeld, 16 Bevan Close, Great Sankey, Warrington, Cheshire WA5 1EN.

■ Hi! Lots of people wrote to my brother, Ben, so come on, all you kid brothers, how about being my pen pals? I'm 8 years old, have a Speccy 48K+, lots of games, and like rugby, cricket, TV and WWF. Every letter answered. Robert Lloyd, 28 Elizabeth Street, Masterton, New Zealand.

■ Pen pals wanted, aged 13 upwards. I seek anyone who likes soaps, music and having fun! Male or female. All letters answered, please send photo if possible. Kathryn Wenham, Church Gardens, Palgrave, Norfolk IP22 1AN.

■ Male, aged 17, needs female pen pal, aged 12-16. Write about anything to Garry Montgomery, 3 Kelsey Avenue, Finchampstead, Berks RG11 4TZ or phone Everly 734191. Please send photo.

■ Wanted, pen pals from anywhere to swop programs. I have lots of hot news! (*Sacré Bleu! Ed*) Send your list to Lehé Olivier, 35 Rue De La Futaie, 27200 Vernon, France.



■ Wanted — *Robocop*. Will swop for any one of *Krakout*, *Thunderblade* or *Make A Chip*. Contact Matty on (051) 486 4885.

■ I want *Ancient Battles*. Will swop for *Thunderblade*, *Ace Of Aces* or *Platoon*. Only +2 versions and originals. Write to 69 Hornel Road, Kirkcudbright, Scotland DG6 4LH. Bye!

■ Help!! Wanted urgently — strategy and wargames, specifically *Arnhem* and *Desert Rats* by CCS. Please write to Neil Ashmore, 5 Park Crescent, Furness Vale, Stockport, Cheshire SK12 7PU. A quick hello to Stampiton.

■ I need a Modem VTX 5000. Will swop software like *OutRun*, *Shoot Out*, *TT Racer* and *Sir Fred*. Write to Ian McArthur, 8 Royston Terrace, Edinburgh EH3 5QS now!

■ Wanted — a printer and mouse for a +2. Also wanted — *Artist II* and desktop publishing software. Will buy or swop for games. Gordon Quinlan, Youghals, Clonkilty, Co Cork, Eire.

■ Has anyone got copies of *Jinxter*, *Fish* and *Guild Of Thieves* with instructions? Swop two older originals for each. Bill Travlos, Dimitracopoulou, Piraeus, Greece 18120.

■ I would like to swop assorted games for a joystick to fit 128K. Write to Garry, 52 Beech Place, Eliburn, Livingston, Scotland EH54 6RD.

■ Wanted — hints and tips on how to solve *Driller*, *Darkside* and *The Fourth Protocol*. Martin Arnold, 20 Crossfield Road, Staple Hill, Bristol BS16 4SJ.

■ Has anybody out there got the *Spy Vs Spy* trilogy? If you have, then contact me asap! Graham (041) 956 2272. Originals only and hurry, I'm desperate!

■ Swop *Complete Spectrum ROM Disassembly* book, *Learn Z80*, *Toolkit 2*, Kobrahsoft Supercopier, *Football Manager II*, *OutRun* and *Renegade* for Multiface 128 or microdrive (including interface) or Alphacom 32 printer (including interface) and paper. Colin Joyce, 14 Trasna Way, Lurgan, Craigavon, County Armagh BT66 8DL.

■ Wanted! *Arcade Muscle*, *Licence To Kill*, *Vigilante*, *Navy Moves*, *Shinobi*, *Run The Gauntlet*, *Empire Strikes Back*, *Ikari Warriors*, *Last Ninja 2* and *Taito Coin-Ops*. If you have any of these games phone (0780) 52523 or contact 96 Kesteren Road, Stamford, Lincs PE9 1SR. Over 100 titles to choose from. Ask for Mark.

■ Anyone got a Multiface 3? Will buy or swop for recent games. Please write to Durate, PO Box 40, 9125 Caniço, Madeira Island, Portugal.

■ Has anyone out there got copies of *100 Programs For The ZX Spectrum* and *Spectrum Book Of Games* that they wish to be legally separated from!? Contact BV Rogers, 22 Turner Avenue, Mitcham, Surrey CR4 3JY, or phone (01) 640 0302.

■ Keyboard overlay or Key for *Lords Of Midnight* by Mike Singleton of Beyond Software. Costs reimbursed. H Evanson, 20 Brookhurst Road, Merseyside L63 0EP.

■ Multiface 128K wanted. Will swop for *Live Action*, *Magnificent Seven* and *Side Arms*. All originals, must be in good condition and with instructions please. All letters answered and offers considered. D Wallin, 21 Echo Heights, Mount Echo Drive, Chingford, London E4 7JZ.

■ Interface wanted for +2 and Amstrad DMP2160 printer. Must be in good condition. I'll pay up to £25 or swop games. Please ring David after 6pm on (0532) 797197.

■ Wanted — *Mah Jong* program for 48K Spectrum. Swop for *Hive*, *Impossaball*, *Ballblazer*, *Nightmare Rally*, or pay £10. Originals only. Vince Corney, 1 St Helier Avenue, Morden, Surrey.



■ Are you looking for a faultless *Lords Of Midnight* map? Well, you're in luck, 'cos now you can get a superbly drawn and illustrated A3 size map!! Send a PO for £1.50 to Marcel Bordere, Wittelinkstraat 12, 9000 Ghent, Belgium.

■ Loads of hints, tips and POKEs. Send an sae and £3 to Richard Porritt, 3 Limes Crescent, Marske-By-Sea, Redcar, Cleveland TS11 7BX.

■ Music lover? Go away then! *Choccy Cake* and *Tetleys* by The Blade is out now, only £2!! Twelve pervy songs on one C60. Send PO to School House, Panybourne Drive, Stanmore, Middlesex.

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42. In the original TV show The Saint who played the hero, Simon Templar?

a) Dudley Moore
b) Patrick Moore
c) Roger Moore

Say 'halo' to page 98 where you'll be able to scribble in your answer.

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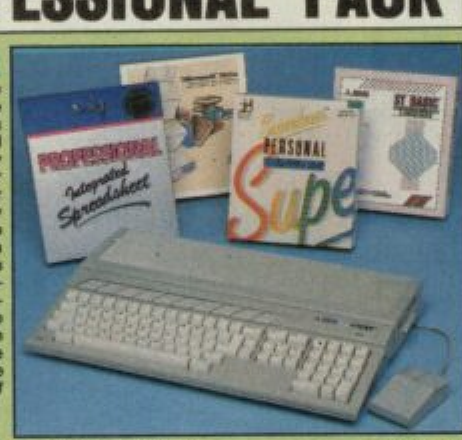
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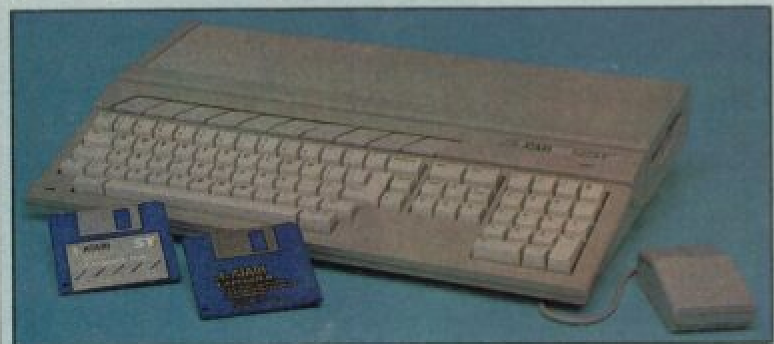
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NINJA WARRIORS

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Davey Here comes *Ninja Warriors*, the great new flight sim from (*No, it's not! Ed*), er... the rather exciting football management game (*Tell the truth, or you'll have to type in* Input Output*! Ed*) (Oh no, anything but that!!) Okay, just when you thought you'd seen more ninja games than you could shake a shuriken at, here comes another!

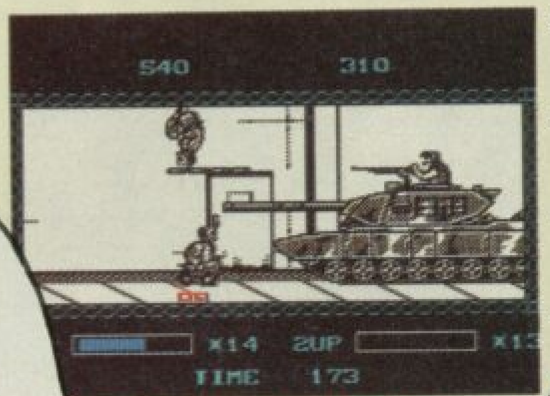
Ninja Warriors is a horizontally scrolling chop-'em-up. The scenario isn't very original either, the usual stuff about evil dictatorships and two super-warriors, (robot ninjas in this case), pitched against all the tyrant's forces. Still, this one does come from The Sales Curve, the people who brought us the Megagame *Silkworm*. In it, your task is to hack through six levels of soldiers, big nasty robots, tanks, even fire-breathing punk types, to sort out the dictator himself. You're 'packing' two swords and a limited amount of shurikens. This stock is replenished by killing rifle grenade soldiers and certain other baddies so you'd be advised to use them sparingly. The problem is that you can't help involuntarily flinging them all over the shop as you somersault about! It's very tricky!

What made the Taito arcade game special was the fact that two players could simultaneously ninja their way over three monitors for ultra-wide-screen action. On the humble Speccy this effect has been 'reproduced' by reducing the screen area to a horizontal strip. It's a bit like watching a movie on TV that's been filmed in Cinemascope – you know, when the picture ends up with a black band at the top and bottom so it can all fit in. Still, I've seen worse! Also, in the arcades there are nice graphical touches when you get hit and start to look more and more robot-like with bits of metal exposed. Slashing baddies with your two short swords produces a bit of gore (not for those of a nervous disposition) and a body on the floor. Though these touches are retained in the 16-bit versions, they ain't in the 8-bit job. When a baddie is despatched, it initiates a routine more akin to someone being beamed up to the Starship Enterprise than 'popping his clogs'. Furthermore, I was only reminded that I was a robot by the nice 128K metallic sound when I took a hit.

The main part of the arcade that remains is the two player element, and this it reproduces admirably. The nicely animated huge tank sprites, interspersed on higher levels, are a disappointment though. "Three times hurray!" I cried when I saw them. "Now for some big explosions!" In fact, all that happens is that you chop the man in the turret a few times and then the tank trundles off!

Overall then, not really a bad game, but just more samey stuff which doesn't make the most of its arcade original.





Gad! It's a huge tank! Don't be deceived by the way this is reminiscent of a *Silkworm* nasty. It ain't half as good!

finalverdict

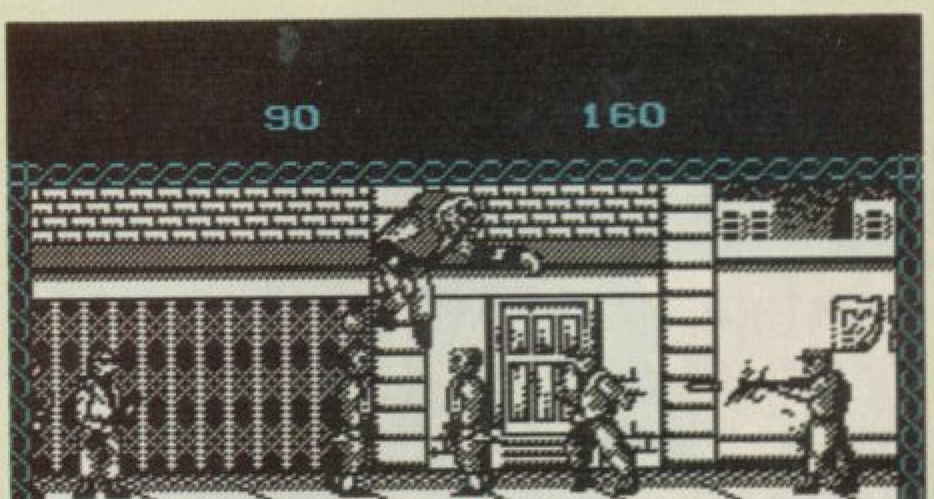
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
60°	80°	70°

DIAGNOSIS

Maybe I couldn't expect more from the Speccy conversion of such a big arcade game, but for me it's a disappointing hack-'em-up scroller.

INSTANT APPEAL 75°

70°



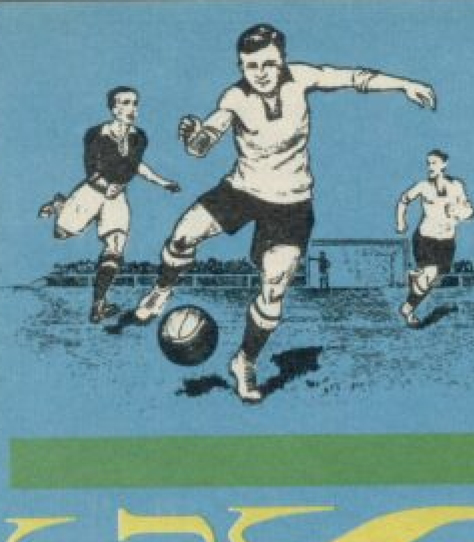
Against odds like this you don't even have time to sneeze! Some nifty double sword play is called for here! This is for you, son of Bangler! (That's the tyrant's name.)



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41. *What was Jimmy Page's Zeppelin made out of?*
a) Cheese
b) Led
c) Cork with nobbly plastic bits

Rock on! Now tour to page 98 with your answer.



FIGHTING SOCCER

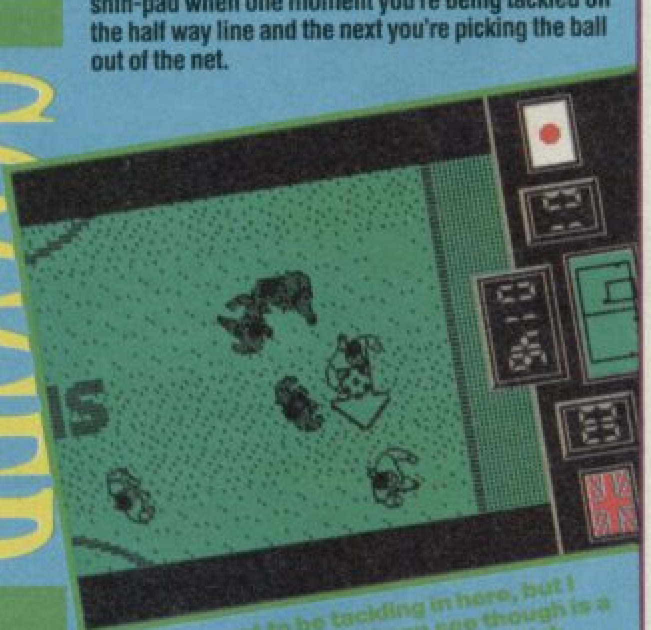
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Paul Times have changed since I were a lad. In't great days of Stanley Matthews and that there Jimmy Greaves thou could bite the opponent's leg off and still meet him in't bar afterwards for a pint and packet of porkie scratchings. (*Stop lying. You're not that old! Ed*) Ahem. Rumbled. Anyway, these days if you try and bite someone's leg off he'll probably turn round and go for your winkle or something (*Blimey! Steady on! Ed*). The point is, footie's getting like blooming Rollerball these days so it was only a matter of time for a game called *Fighting Soccer* to appear. In fact, I'm just shocked they didn't do one years ago!

So the big disappointment for me is that there's no actual fighting in here. What a rip off! To make up for it though, they've stuck in plenty of other weird stuff. How about teams like 'Britain' (whatever happened to 'England'?) and 'Japan' (!), or cheerleaders who perform anatomically dubious dances every time you win? How bizarre! Eventually, I sussed out that it's all meant to be the Olympics, not the World Cup (which explains 'Japan' etc) but, even so, Matt Busby would turn in his grave (except he's still alive).

But on to the details. Play is of the fairly traditional control-the-player-nearest-the-ball type, and viewed from above. There's a good unusual bit where you attempt to head the ball and the player rather alarmingly leaps right out of the screen (like the ball in *Passing Shot*). In fact, the players are fairly large, even when they're not going for it 'on the 'ed' which generally makes the game pretty dramatic to look at. All nicely done, though it's arguable that the pitch is a bit small – good news when you're attacking but a right old pain in the shin-pad when one moment you're being tackled on the half way line and the next you're picking the ball out of the net.



There's meant to be tackling in here, but I can't really see it. What I can see though is a bloomin' great arrow pointing out which player I'm controlling. How handy.



Japan! They're blooming crap at football! How come they're doing so well then? And how come they're fielding the Jolly Green Giant as a midfield ringer!? This just isn't on! (*Actually, that's someone jumping up to go for a header. Ed*) Oh.

Still, control of the players is smooth. Tackling's very satisfying too, giving the impression of snatching the ball right off your opponents' toes.

However, the kicking feature is less well executed. There was no problem with punting the ball down-pitch Wimbledon-style but those oh-so-subtle tap-ins from inside the penalty area were a tadge more tricky (like impossible). In the end I was reduced to dribbling round the keeper and following the ball into the net.

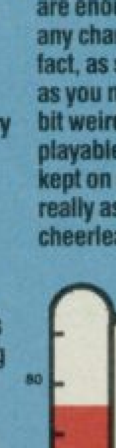
There are some interesting options. As well as playing against the computer or another player it is also possible for two players to take on the computer, which could make for some neat passing games. However, true to form, attempts by the *Your Sinclair* All-Stars to use this option resulted in more confusion than control. One irritating feature is that the computer is a bit of a know-it-all show off. Pause to collect your thoughts and before you know where you are the blooming thing has taken control of your player! Oi! Hang on a minute! I want to play too!

Both goalkeepers come computer controlled, which is a great relief, though (and this may just be sour grapes) the opposition's goalie seemed a lot better than mine. Blooming cheating computer.

What else do I need to mention? Ah yes, the scoring. The way I see it, the way to win a game of football is to score more goals than the other side... call me old fashioned if you like. All fine and dandy except every time you score in *Fighting Soccer* the screen flashes up the message "Nice Shoot". Oops.

Still, I can live with grammatical errors (they're quite funny) but unfortunately there are a few footballing ones in here as well. I mean, what are all those people doing in the penalty area during a goal kick, for a start? And why are Brazil such a soft option as opponents? And why are Japan such tough opening opponents (when in 'real life' the entire country has probably two inflated pigskins between them!)? And isn't football supposed to be a game of two halves? Eh? Eh?

These aren't Activision's fault (they were present in the coin-op) so it's a bit unfair to carp, but there are enough of them to stop *Fighting Soccer* having any chance of becoming the definitive footie sim. In fact, as soccer games go (and there are loads about, as you might have noticed) this one falls into the 'a bit weird and not particularly precise but very playable all the same' category. I enjoyed it and kept on coming back for more, which is all you can really ask for (except for more opponents, fewer cheerleaders, better spelling...).



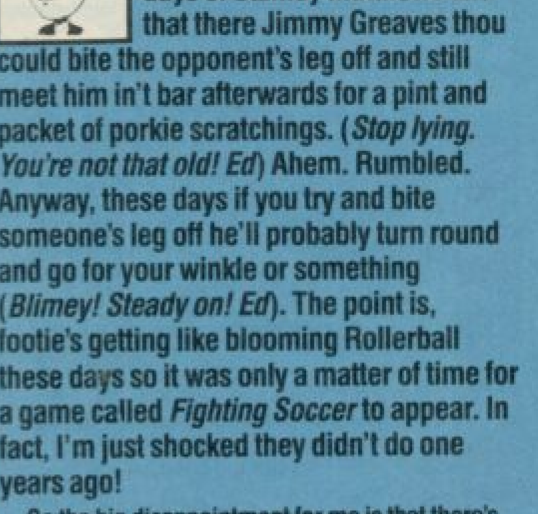
finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
67°	75°	78°

DIAGNOSIS

A short, sharp playing life, lots of fun but in the long term won't go down as a footie classic.

INSTANT APPEAL 76°



KAPOW! Win 20 copies of *Dr Doom's Revenge* from Empire.

44. What does Dr Doom's mother call him? (In other words, what's his first name?)

a) Vladimir
b) Victor
c) Ralph

Don your armoured jet boots and fly along to page 98 to give your answer.

TRIVIA

Shades (Grandslam)/£6.99 cass/ £9.99 disk



Rich The title may give you a little clue to what this one's about. Any idea? Yep – you guessed it – surprisingly enough it's yet another question and answer game. Ooooooh!

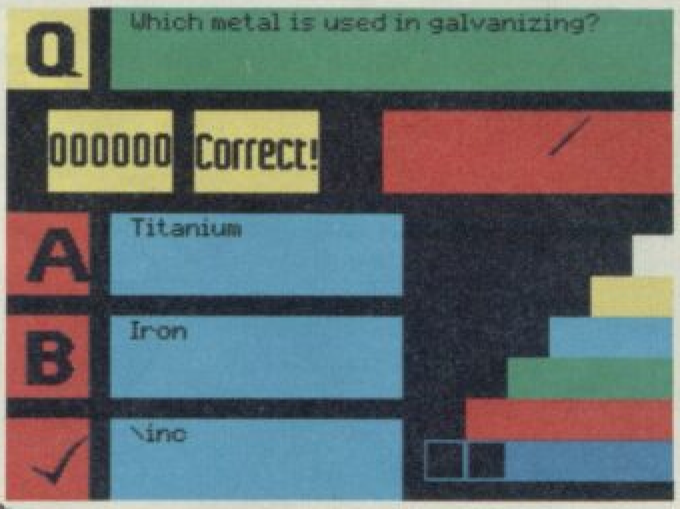
Rather than being based on some highly intellectual board game, such as *Trivial Pursuit*, this one's based on those trivia games that you find in pubs. Y'know – the ones where you have to pick the correct answer, usually from a choice of three, to a completely irrelevant question in a time limit of about ten seconds.

But now a Speccy version, eh? Hmmm. The basic idea's the same – pick the correct answers to lots of questions within a time limit. Accidentally get the answer correct and you'll complete a square on the score table – complete 21 squares and you're awarded an extra life. You have two lives to start with, so you can effectively answer two questions incorrectly before your game is over. And that's it really. There's nothing else – you just try to score as

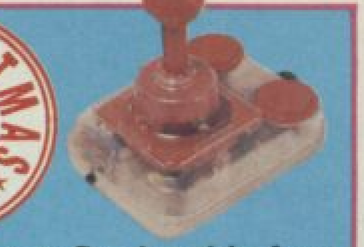
much as possible per game.

I'm not really a big trivia man myself, but I managed to play quite contentedly with this for about the first half hour or so (it's a single player game). I was quite impressed that the questions were not repeated all over the place, but suddenly the thing seemed to run out of inspiration and that was it until I flipped the tape over for a different set of questions. Unfortunately, the memory of the Speccy limits the amount of questions. But all is not lost because the multiple choice answers are given to you in a random order.

The graphics are adequate, but the sound is crap – no tunes or anything. In spite of this, though, it's a reasonably good triv game if you like that sort of thing, but there are lots of alternatives I could think of. I mean, I've got piles (ahem). *(What is this boy on?! Ed)* And whether or not you're going to feel like answering lots of boring questions after completing stacks of homework is up to you.



A is for Apple, B is for Boat and Q is for Question, which is what we have here. But what's the answer, I wonder? Hmm. I haven't got the faintest idea, so I think I'll take a random guess. Dip dip dip, let's go for c). Blimey! I was right! I'm just so brainy. (In fact I'm so brainy, I even spotted the 'deliberate' spelling mistake!) Oh, and if you're wondering what the bit on the right is for, it gives you an extra life if you can fill up all the rows with black squares. As you can see I've got two already (without even trying).



CHRISTMAS YS COMPO!

Win five Compo Pro Joysticks from those sharpshooters at Dynamix!

45. *Most aeroplanes don't have joysticks. Instead they have...*

a) Yokes
b) Steering problems
c) Parachutes

Triffic! Now fly over to page 98 and land your answer.

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
62°	58°	55°	70°

DIAGNOSIS

Yep – it's a trivia game, nothing bad, nothing special. Really for the more brainy and mature among us. (Like me!)

62°



AUSTRALIAN RULES FOOTBALL

Again Again/£9.99 cass



Rich Australian Rules Footie is supposedly the most violent 'sport' around – probably because there aren't actually any rules. As you may have gathered, it does in fact come from down under, although it's a lot closer to rugby than it is to football.

The general idea is to beat up as many people as possible, and perhaps get this odd-shaped ball through two posts at the end of the pitch. To achieve this you'll need to pass the ball to another player in your team by throwing or kicking it. If anyone on your side catches it without dropping it then they are 'marked', which means that no one can jump them until they've kicked or thrown the ball to another person. If the ball does happen to go either side of the two posts then you score one point, if it goes in between then you score two – simple enough really, and a great excuse for a punch-up.

The Speccy version, however, is rather less on the violent side, making it possible to play an entire game without breaking all the bones in your body, rather unlike the real thing. Putting this lack of realism aside, I surprised myself by actually enjoying *Australian Rules Football*.

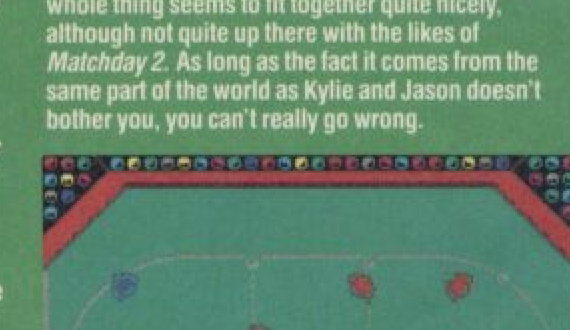
It's a one player game in which you play against the computer for 12 minutes in four quarters (so that's, er... three minutes per quarter) in a number of different games, trying either to win the Outback Amateur League or the Victorian Football League – depending which side of the tape you load. The difference between the two involves the other teams you play, and how hard it all is.

You control one person at a time, running him up and down the three part flick-screen pitch. You control the same player until he has passed the ball, and then you move to another one – which can initially be a bit confusing 'cos you don't really know who you're going to control next. An arrow highlights your man, however, so things soon become clear. To gain control of a loose ball, or successfully tackle another player, you simply get into position and press 'fire'. You can then dash around with the ball until you are tackled or pass to another player. Everything's viewed from above so your men look more like animated goldfish bowls than people, but once you've got used to that you'll be laughing.

Controls are easy, graphics are clear and the whole thing seems to fit together quite nicely, although not quite up there with the likes of *Matchday 2*. As long as the fact it comes from the same part of the world as Kylie and Jason doesn't bother you, you can't really go wrong.



Yes, yes, alright — we don't really care. Okay, okay, so we're losing slightly but it's only a game, innit? So go away, you stupid little man, and let us carry on with our game.



That's you in the middle with the arrow, and the rest of your team are over there. Those two things sort of about here are the two posts which you've got to kick the ball through, and that there's the ball and well, er, that's the pitch and...

finalverdict

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS	INSTANT APPEAL
67°	70°	62°	75°

DIAGNOSIS

Quite a goodie if you're into this sort of thing, but the lack of a two player option does let it down.

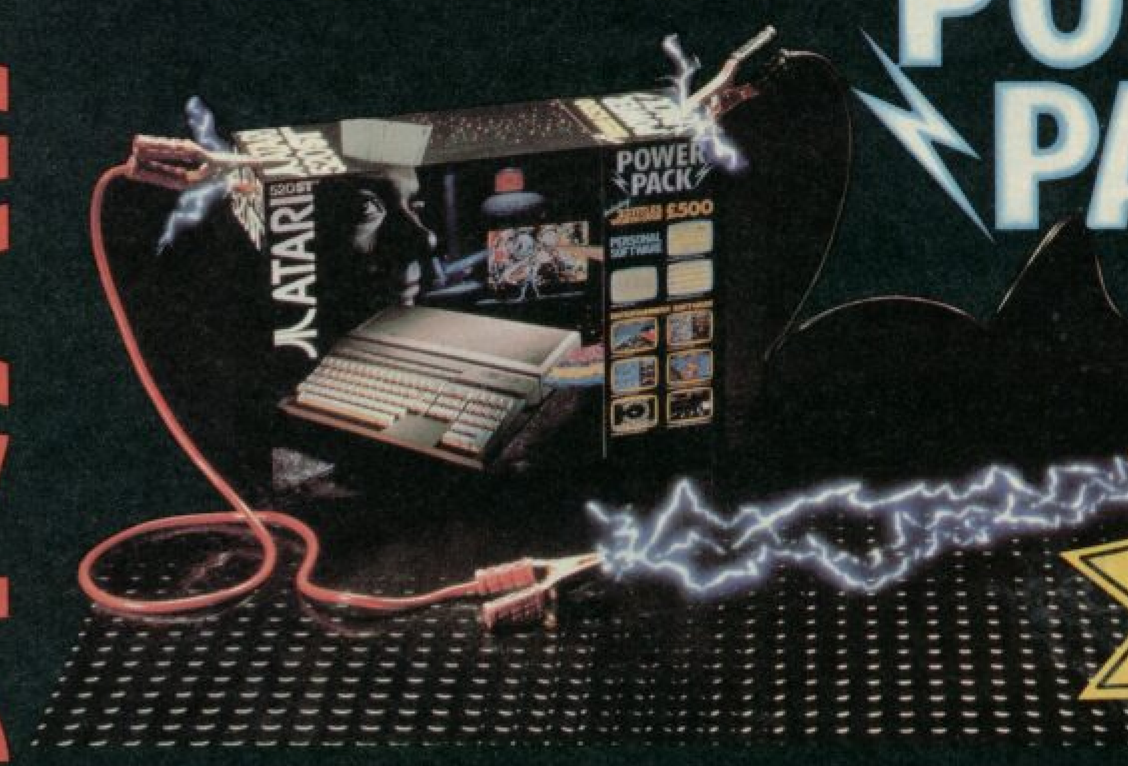
69°

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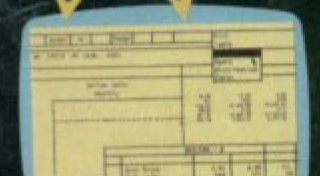


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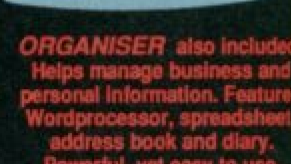
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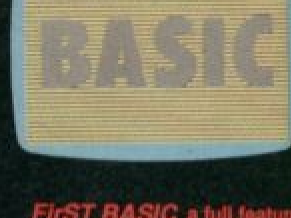




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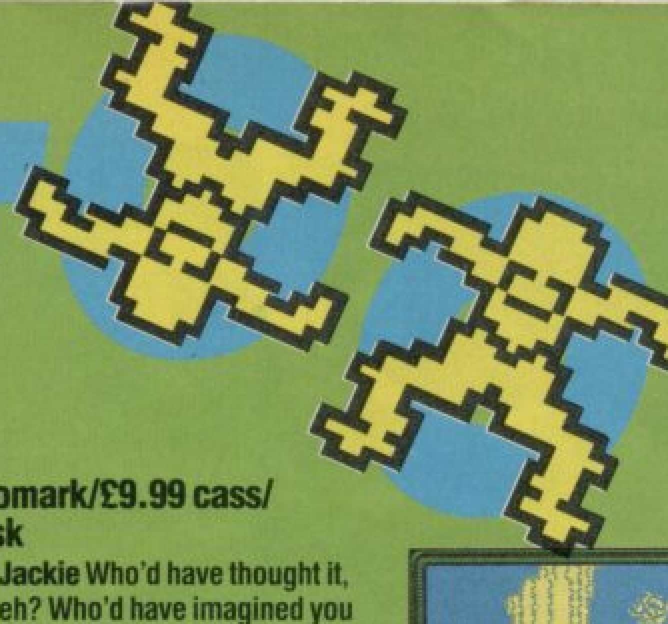
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TOOBIN'

Tengen/Domark/£9.99 cass/ £14.99 disk



Jackie Who'd have thought it, eh? Who'd have imagined you could take something as limiting as floating downstream in a rubber ring and turn it into a fast paced, colourful and exciting arcade game with more thrills and spills than cascading down the tracks in a roller coaster with loose wheels? Well, I dunno who did think it, but whoever it was got things ever so slightly wrong. Wrong in that it's not really that colourful. Wrong in that it's not all that fast. And wrong in that it's certainly not all that exciting! Oops!

Yes, *Toobin'* is a bit of a disappointment, and here's why. It looks and plays like a budget game (quite a good budget game, it's true), but not a £9.99 product. You know the sort of thing — a long blue strip with a few jagged graphics to form a bank on either side for the river, scarcely-animated main sprites and loads of smaller graphics, with very little to do, dotted along the edges.

There are only the three controls (paddle left, paddle right, and 'fire can') which give you very limited control over where you're going. Paddle left and your little arm wiggles frantically, spinning you round in a circle. Paddle right and you do the same thing, only in the other direction. Only by paddling both arms at once do you get anywhere, but even then you're at the mercy of the current, bashing into logs, twigs, islands and other obstacles all over the place. And then, of course, there are the more serious hazards — the crocodile who chases you



Wow, how unrad, unhip and generally mega froody!! (Or something.) That redneck duck hunter's taking potshots at your ring. What ever happened to the brotherhood that's meant to develop between fellow river users, eh? Eh?

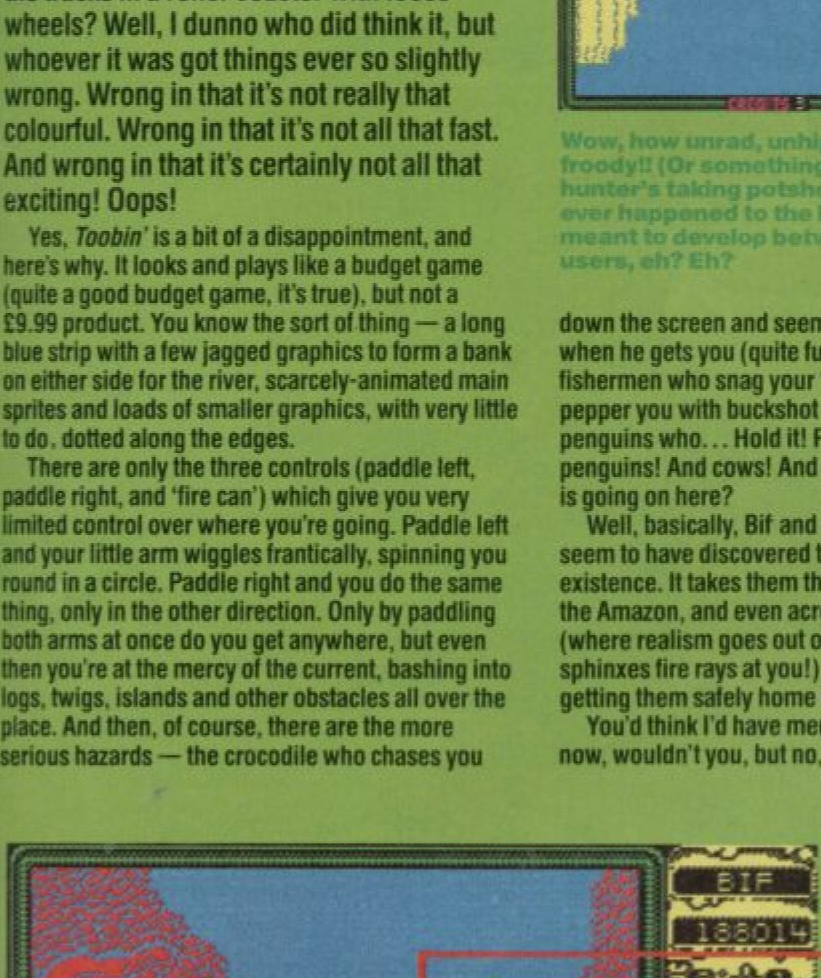
down the screen and seems to shake you to death when he gets you (quite funny that bit), the fishermen who snag your 'toob', the hunters who pepper you with buckshot and the dive-bombing penguins who... Hold it! Penguins?! Yep, penguins! And cows! And dinosaurs!! I mean, what is going on here?

Well, basically, Bif and Jet, our two toob dudes, seem to have discovered the loopiest river in existence. It takes them through the Arctic, down to the Amazon, and even across the Atlantic to the Nile (where realism goes out of the window and sphinxes fire rays at you!) before, presumably, getting them safely home in time for tea. Blimey!

You'd think I'd have mentioned everything by now, wouldn't you, but no, there are all sorts of other nasties too, as well as odd ways of getting extra points and weapons. For instance, six packs of beer (which you can throw at nasties) crop up now and then, treasure chests float mid-stream and there are oodles of time gates to negotiate cleanly as well (something I found almost totally impossible, but maybe that's because I'm a bit crap).

Basically, it sounds packed with variety, doesn't it? Well, um, yes, it is... in theory. I only caught the coin-op briefly at the PC Show (for some reason it appears to be missing from all our local arcades) but I think the basic problem lies there. The pretty coin-op graphics were dead cartoony and appealing, packed with visual variety, and brought the basically limited gameplay alive. Now we're playing the same game in glorious two tone Speccyvision and it's lost out rather a lot. Suddenly it all appears too slow and too samey. It's not that I don't like simple games (I do) and it's not that I found the control system unfriendly (though it was a bit difficult to come to grips with), it's just that nothing about it grabbed me. I started playing with every intention of having a good time, but, unfortunately, *Toobin'* turned out to be a bit of a good time free zone. We did try it with two player and there was a bit more life to it, but only just.

If a simple game doesn't grab you in the first ten minutes then it ain't going to. Quite why Domark is pushing it so much we can't quite figure, because it looks to us like it's really only a novelty item. Sorry, Tengen, not our cup of tea.



Look out for that enormous 'gator. If you linger too long it swims down the screen, grabs you by the bermudas and wiggles you to death. Yikes!

Hi, I'm Bif (or Jet, it doesn't really matter), lazing away, all spread out in my little rubber ring.

Not quite sure what this is. It could be a fire-spitting lion, or a sphynx or lord knows what. It's a bad guy though, that we're sure of. (Lob a can at him if you're feeling clever.)

This is a pointy twig. It's yet another of those things it would probably be a good idea to avoid.

Paddle through these gates (blooming impossible!) to get lots of bonus points, but hit the posts and the value halves. Yikes!



finalverdict

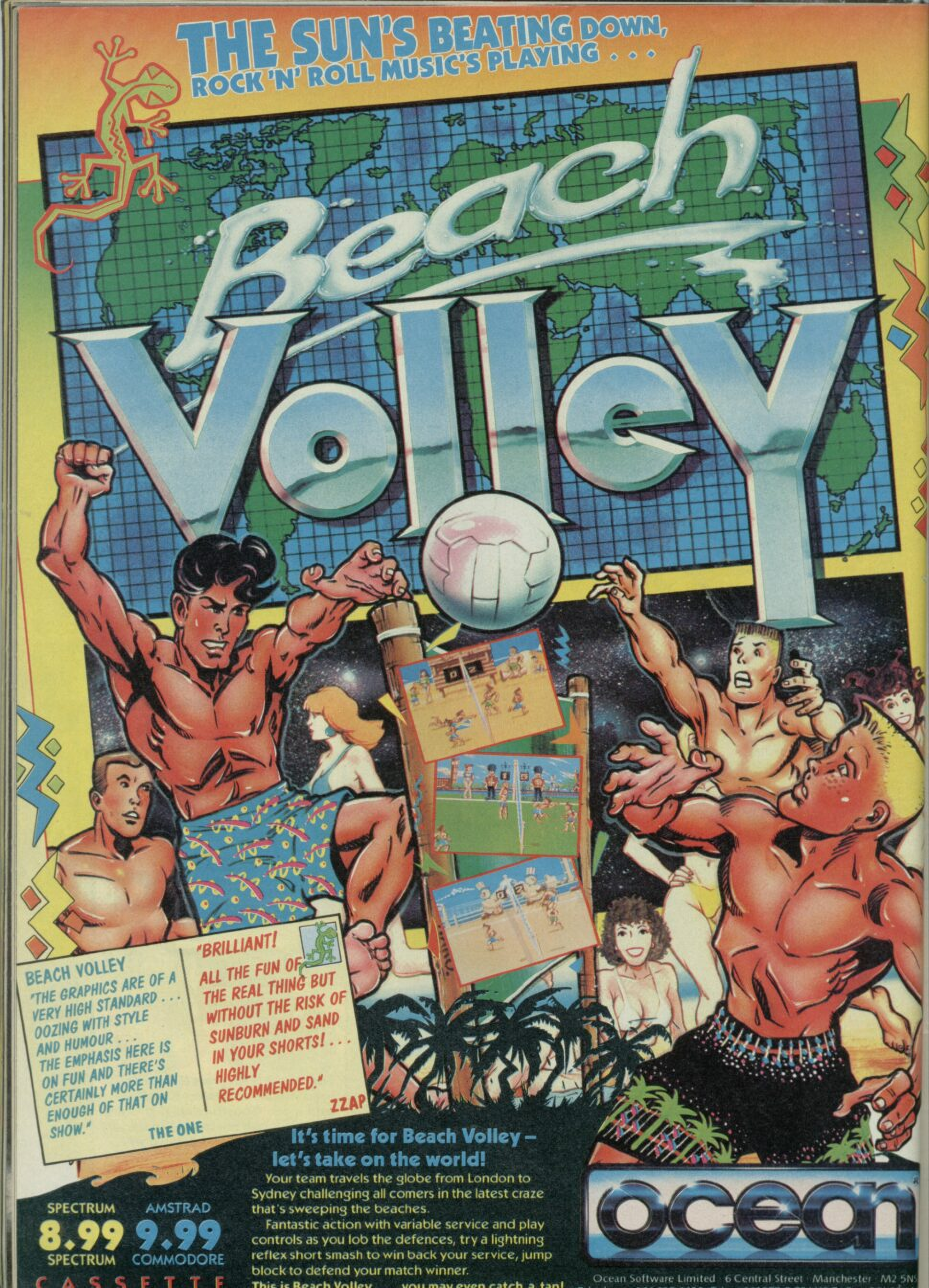
LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
49°	55°	53°

DIAGNOSIS

Strangely unenjoyable and suspiciously budgety looking arcade conversion. We usually like simple games, but we didn't go much for this one.

INSTANT APPEAL 66°

60°


THE SUN'S BEATING DOWN,
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Beach Volley
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COIN-OP HITS

US Gold/£12.99 cass



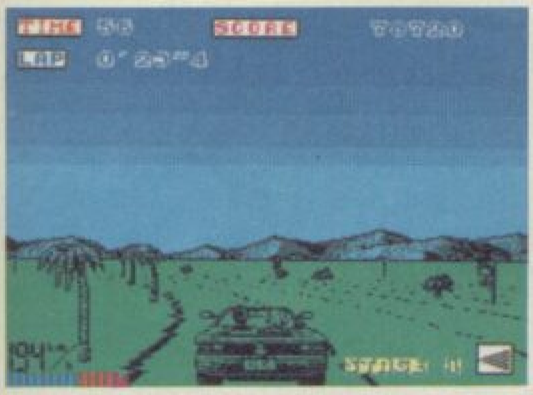
Jackie Sponsored by another well known games magazine, this is an 'all big name titles' compilation, and would seem like fairly good value for money (five games for £12.99) except, oh dear, half of them are crap. Let's take a gander...

Thunderblade

Well, we gave it a Megagame last Christmas, but whatever can we have been thinking of?
You're flying your helicopter gunship through a city centre on alternating vertically scrolling and into-the-screen 3D levels. Graphics and scrolling are as smooth, fast and clear as you could reasonably expect, but there's loads of multiloading, it's almost impossible to tell when you've been hit (making progress a pretty slapdash affair) and it all seems a bit too easy to complete.
1990 Rating: 75°

Outrun

I love driving games normally (even bad ones) but this really isn't much fun. The graphics are perfectly



Outrun



Bionic Commando

well drawn, it's true, but where's the impression of speed, eh? Pretty snail-like at the best of times, it slows down to the speed of a three-toed sloth (when he's sleeping) for the tunnel sequences. Now it just looks a bit rubbish.
1990 Rating: 62°

Road Blasters

Amazingly enough we never reviewed this when it first came out (or, at least, I can't find the issue it was in). I wonder why. Anyway, it's a *Mad Max* style road race game, rather like *Outrun*, only there are guns attached to the front of your car. There are add-on weapons to collect and lots of enemy cars to shoot, but generally it's uninspiring stuff.
1990 Rating: 60°

Bionic Commando

Aha! At last, a brilliant game! Megagamed a couple of year's back, *Bionic Commando* might look a bit less polished now but it's as playable as ever. You control a little chap running around a large woodland platform and ladders landscape, shooting other little chaps. So far, so playable, but what really brings the game alive is the bionic robot arm thing he shoots out to swing on. A must!
1990 Rating: 87°

Spy Hunter

Well, this is a classic alright. There are loads of add-on weapons and it's reasonably fast (so you can't write it off entirely), but as so many of you must own it already I'm not quite sure what it's doing here. A bit of a space filler, perhaps?
1990 Rating: 56°

So, all in all, fair value (as these things usually are) but there are more worthwhile compilations about.

finalverdict

80 · 60 · 40 · 20 — 71°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
78°	70°	69°

DIAGNOSIS
Reasonable value as a compilation, but there are a couple of real dogs in here. Still, as always, you can't really complain at five games for 13 quid.

INSTANT APPEAL 70°

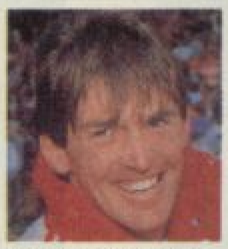
100% DYNAMITE

Ocean/£14.99 cass/£17.99 disk



Matt There are oodles and oodles of Christmas compilations about at the moment, but here's one of the meatiest. Only four games long, it's true, and equipped with quite a hefty price tag, but what games they are!

CHRISTMAS YS COMPO!



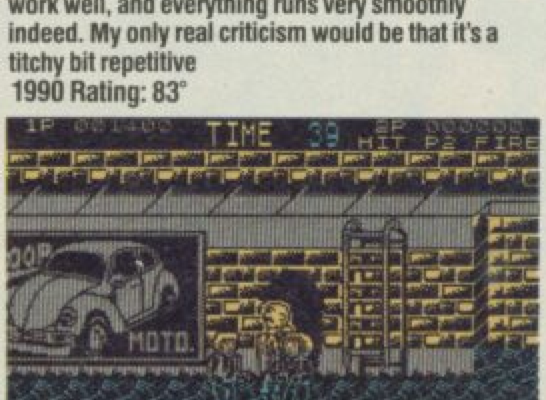
Win 20 copies of *Kenny Dalglish Soccer Manager* from the Kop End of Cognito!

47. If James Bond was on a top secret mission he'd be best off travelling...
a) Incognito
b) On the 'cool' boat
c) National Express Rapide

Now travel along to page 98 with your answers.

WEC Le Mans

A great, great racing game. Just about everyone labouring away on this year's bumper crop of driving games claims to have worked on one version or another of this one, and it's easy to see why. The car sprites are good and big, the acceleration, braking and gear change controls all work well, and everything runs very smoothly indeed. My only real criticism would be that it's a titchy bit repetitive
1990 Rating: 83°



Double Dragon

Last Ninja II

Aha! And now to *Last Ninja II*, probably the best game of the pack, and an old *YS* Megagame. There are six levels of System 3's patented 'bit of beat-'em-up/bit of puzzling' action, with lovely 3D graphics, loads of objects to collect, energy to be gained and bad guys to fight. It's pretty, well thought out and as addictive as a very addictive thing.
1990 Rating: 92°

Double Dragon

For some reason Jonathan was rather kind to this one last year, but goodness knows why. The graphics are okay, I suppose, and there's a 'credit' system (meaning losing your last life doesn't necessarily mean you have to pack it all in), but generally I found the beat-'em-up action repetitive (yup, again!) and anatomically unconvincing. Still, there's always the two player option, which adds a bit of life to the proceedings.
1990 Rating: 69°

Afterburner

Well, um, what can I say? It's just like the coin-op. Graphically it's fine, great even. The speed with which the sprites whang around the screen is quite incredible, the effect of the whole thing is rather confused and uncontrollable. There's really very little to do — just dodge enemy fire (circling around the edges of the screen should do the trick), launch the odd missile and, um, that's it. An incredible feat of programming alright, but just doesn't cut it as a game.
1990 Rating: 68°

All in all a bit expensive, and probably only worth the dosh if you didn't pick up *WEC* or *Ninj* last year.

finalverdict

80 · 60 · 40 · 20 — 74°

LIFE EXPECTANCY	GRAPHICS	ADDICTIVENESS
75°	86°	73°

DIAGNOSIS
Four big name games (and all on individual cassettes, which is a boon) but quite variable in quality. Think before you buy.

INSTANT APPEAL 71°

YS CHRISTMAS CRACKER COMPO!!!

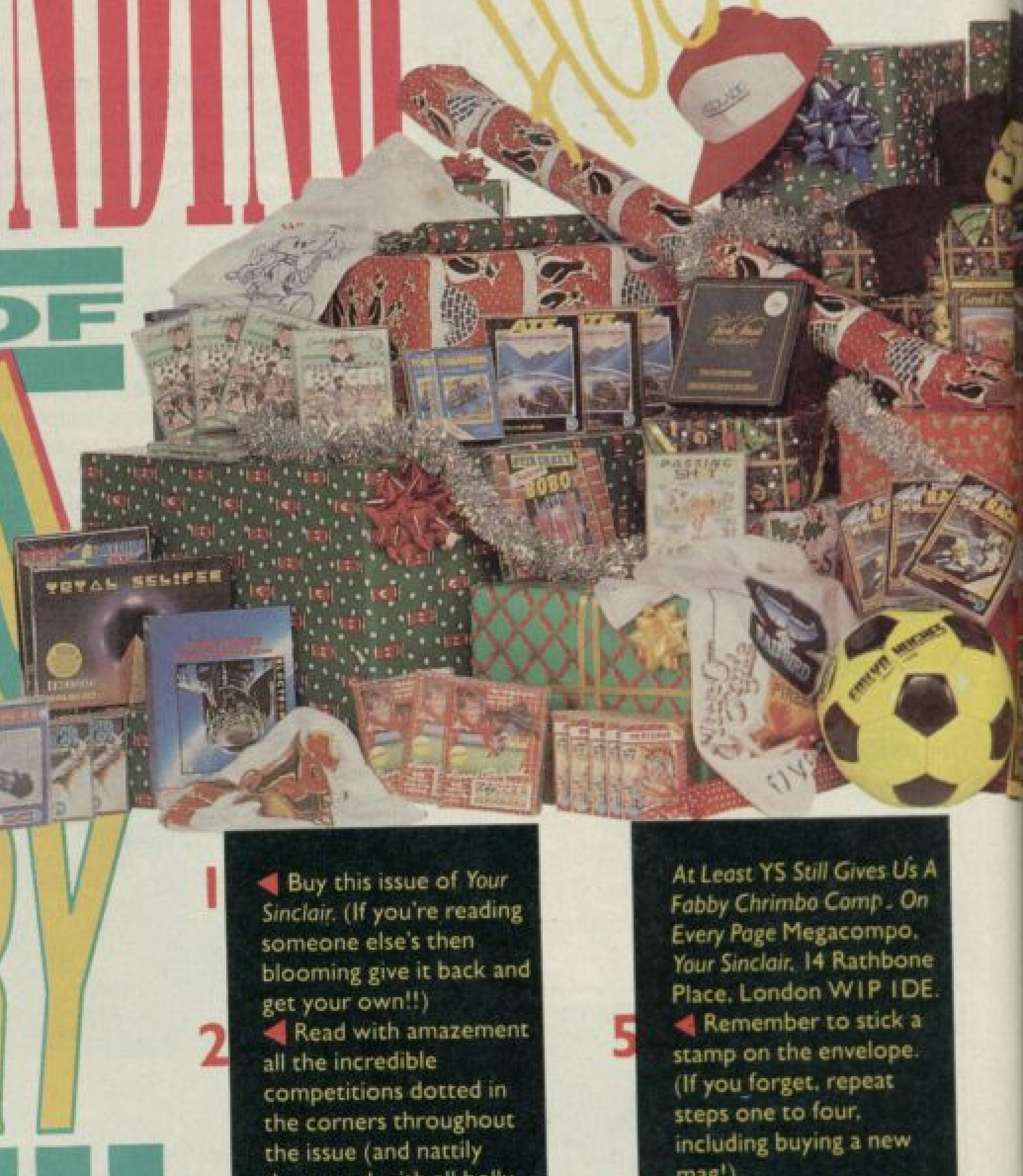
Yes! IT'S THE BRAIN BLENDING RETURN OF A COMPO ON EVERY PAGE!!!

Hurrah! It's that Christmas Megacompo time of year again!! We've got literally hundreds and hundreds of goodies to give away, but oh no!! *YS* has made a bit of a blunder!! Instead of gathering all the questions together on this page like any sensible magazine would do, we've only gone and lost them all, haven't we? Oops!

Don't worry though, they shouldn't have gone too far. Your first job'll be to track all the blighters down by searching right through the mag (they'll be hiding around the corners of the pages if we're any judge)! Got them?

Right, now you're laughing! There's blooming loadsa stuff on offer — more goodies than in a Care Bears Christmas Adventure. From ten copies of *Continental Circus* to 20 of *Kenny Dalgleish's Soccer Manager*, from five Compo Pro Joysticks to ten copies of *Tintin On The Moon*...

HIP HOORAH!



Blimey O'Reilly!!! Over 600 prizes to be won!! It's a bloomin' miracle!

1 Buy this issue of *Your Sinclair*. (If you're reading someone else's then blooming give it back and get your own!!)

2 Read with amazement all the incredible competitions dotted in the corners throughout the issue (and nattily decorated with all holly and ivy and Christmas puddings and stuff).

3 Answer as many of the questions as you can (or want to) in the correct spaces on the coupon.

4 Snip out the form, slap it in an envelope and send it pronto to *Kings Ain't Wot They Used To Be, But At Least YS Still Gives Us A Fabby Chrimbo Comp . On Every Page* Megacompo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE.

5 Remember to stick a stamp on the envelope. (If you forget, repeat steps one to four, including buying a new mag!)

6 Start pacing your room nervously, chewing your nails and repeating "I must have won something, mustn't I?" (Since there are so many compos it'll take us quite a while to send all the prizes out, so why not order a new carpet now?)

...the list goes on and on (and on). We've also got mugs, T-shirts, signed footballs and even two free tickets to a Footie Home International!! Now is that fabby or what??

So what do you have to do to get your grubby little mittens on these 'once in a lifetime' prizes? Well, hardly anything, actually, 'cos *Your Sinclair* and all those incredibly generous software people have done all the tricky work. You just have to follow the simple step-by-step instructions below!



ENTER NOW! YOU KNOW IT MAKES (FRANKIN) SENSE!

Hurrah for *YS*! Here are my jolly yuletide answers...

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Q9 .... Q10 .... Q11 .... Q12 .... Q13 .... Q14 .... Q15 .... Q16 ....
Q17 .... Q18 .... Q19 .... Q20 .... Q21 .... Q22 .... Q23 .... Q24 ....
Q25 .... Q26 .... Q27 .... Q28 .... Q29 .... Q30 .... Q31 .... Q32 ....
Q33 .... Q34 .... Q35 .... Q36 .... Q37 .... Q38 .... Q39 .... Q40 ....
Q41 .... Q42 .... Q43 .... Q44 .... Q45 .... Q46 .... Q47 .... Q48 ....
Q49 .... Q50 ....

Name ....

Address ....

.... Postcode ....

Now cut this out faster than you can say "The Holly And The Ivy When They Are Both Full Grown Of All The Trees That Are In The Wood The Holly Bears The Crown" and send it to *Kings Ain't Wot They Used To Be But At Least* YS *Still Gives Us A Compo On Every Page* Megacompo, *Your Sinclair*, 14 Rathbone Place, London W1P 1DE. Remember, the 'myrrh' questions you answer, the 'myrrh' extra Chrissie prezzies you might win!!

GOLDEN RULES

1. You don't have to answer all the questions to win a prize. If you only want to answer one, then that's okay (but why not have a go at the others while you're about it?). Remember, the more you answer, the better chance you have of winning.
2. The phrase 'every page' is of course Latin for 'almost every page' (and certainly doesn't include the ones with adverts on!).
3. Employees of Dennis Publishing or any of the companies concerned will get a right royal Christmas roasting if they try and enter this competition.
4. Argue with the Ed and you'll be plucked, stuffed and fed to the reindeers.
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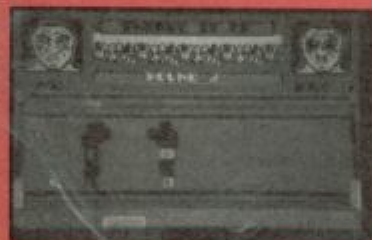
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Future Shocks!

Black Tiger

US Gold

First the good news. US Gold seems to be producing a strong stream of decent coin-op conversions these days. And now the, um, other bit of good news. *Black Tiger*, its latest Capcom licence, looks all set to continue the trend. Hurrah!

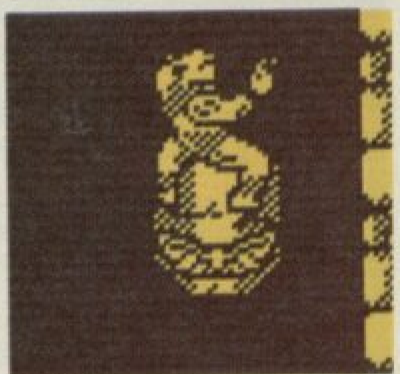
It's a rather smart six level scrolling beat-'em-up thing, a bit like a cross between *Bionic Commandos* and *Rastan Saga*, and, indeed, not a million miles away from recent efforts like *Strider*. What gives it that certain *Bionic Commandos* feel is our hero's extendable mace weapon. This sort of robot arm zooms out to about three of four times his arm's reach, clobbers a few baddies, then rewinds back again. But don't make the mistake of thinking you can swing on it *Bionic Commandos* style! It can't be done, and if you try you'll just find yourself falling to an embarrasing death. Oops!

Blackie initially comes armed with his mace, plus a whole stream of knives and other throwing weapons, but along the way handy shopkeepers appear from nowhere to offer him a choice of extras (just like the ones in *Forgotten Worlds* and *Mr Ben*). There seems to be a fine selection to choose from, and since there's loads of money to collect scattered along the way it should be no problem.

As you can tell from these screenshots, *Black Tiger* may be somewhat lacking in colour (there isn't any), but big graphics, some tasty animation and lovely detail touches more than make up for it. It's gameplay that really matters with things like this anyway, and packed as it is with weird baddies (including body-sucking leeches, fire-throwing statues and hideous exploding monks!), plus hundreds of platforms and ladders to leap about on, *Black Tiger* looks very promising indeed. Blimey! It should be available in February, and we'll have the full review next issue!

Black Tiger

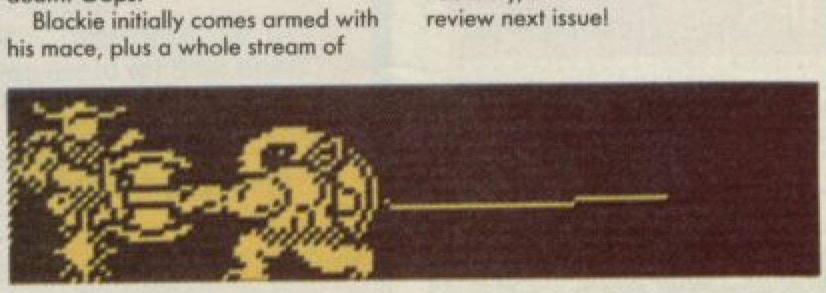




Black Tiger



Black Tiger



Vendetta

System 3

System 3 is back with the excellent *Myth* this month, and it's got a whole series of follow-ups for the New Year too, starting with *Vendetta*, a sort of cross between *Last Ninja II* and *Turbo Outrun*. Half the game is the sort of flip screen, searching-rooms affair that System 3 is famous for, though this time presented strictly in monochrome. There are numerous weapons to use, baddies to dispose of and so on.

Then there's the other bit, which is a 3D driving thing, with gameplay in the mould of *Roadblasters* and *Fire And Forget*. You race around the place in a Ferrari F40, shooting other cars and things with what looks like a cannon attached to the front. We'll have to wait until January to see how it all hangs together, but it looks fairly promising so far. If only the static F40 graphic didn't look so much like a Ford Capri with a plastic boot spoiler…!

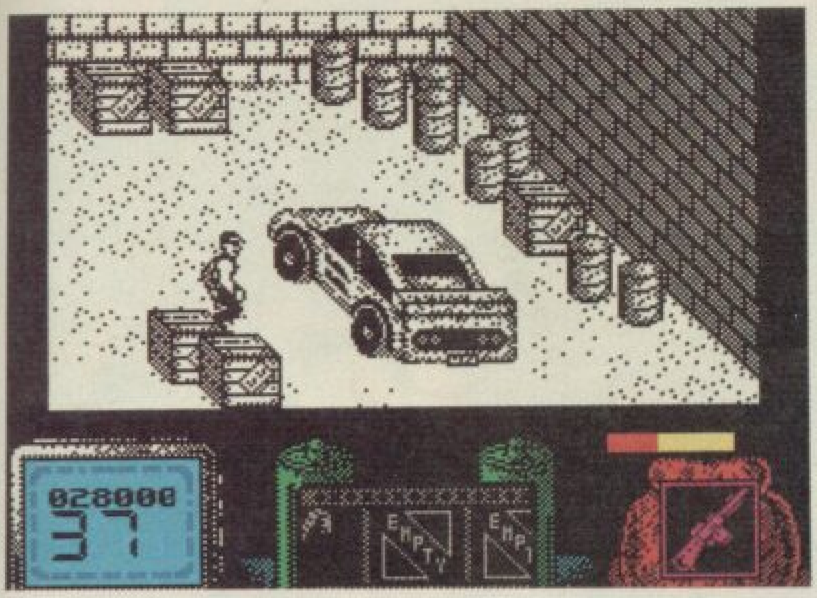


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48. *Just tell us which one of the following codes is NOT actually a code at all.*

a) Morse code
b) Machine Code
c) Poetic ode

Now mosey on over to page 98 and fill in your answer.



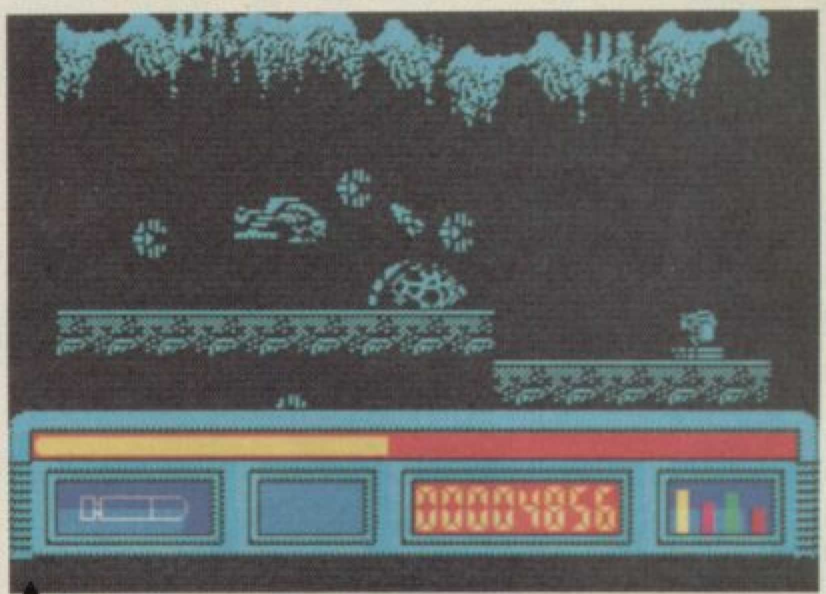
Vendetta

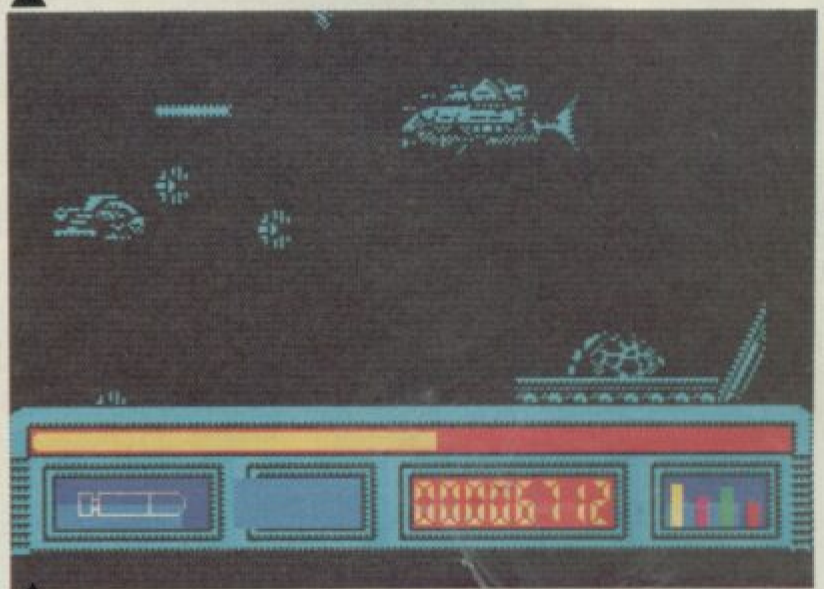

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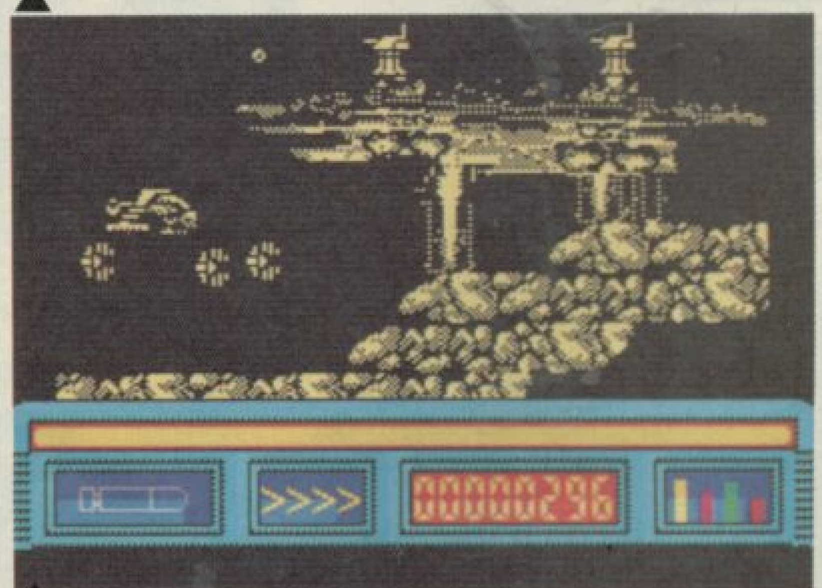

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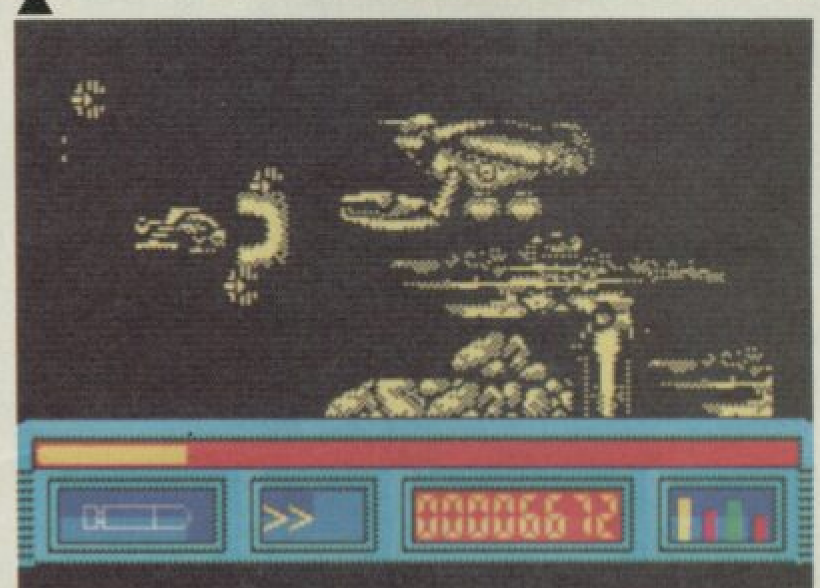
X-Out
Rainbow Arts

Hot on the heels of *Spherical*, comes the second release from German software house Rainbow Arts. It's called *X-Out*, and the Speccy version's been programmed by Arc Developments. It's gonna be a scrolling shoot-'em-up with a middle-and end-of-level nasty. Sounds familiar? Yep, but how many times has this formula been set *underwater*?! From what we've seen of it, it looks like it's going to be a cross between *Silkworm* and *R-Type*. You start with a basic submarine craft but there's a shop which'll help you acquire different weapon systems, three different submarines, satellites and extra fire power. You'll get drones, shields, and smart bombs, several super weapons by holding down the fire button, including the 'Flame Thrower', 'Claws' and the 'Energy Wall', and eight levels in which to use them. Sounds meaty, eh? Stay tuned to *YS* for more information. Should be released by the end of the year.








X-Out

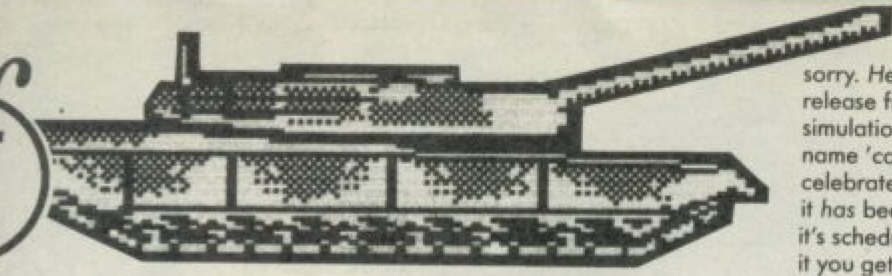
Win ten copies of *Operation Thunderbolt* from Ocean!

49 What kind of gun did you have to shoot with in the original Op Wolf? Was it:
a) A Woozi
b) An Uzi
c) A Scmoozi

Got that? Okay, shoot across to page 98 and take a pot shot at the answer.



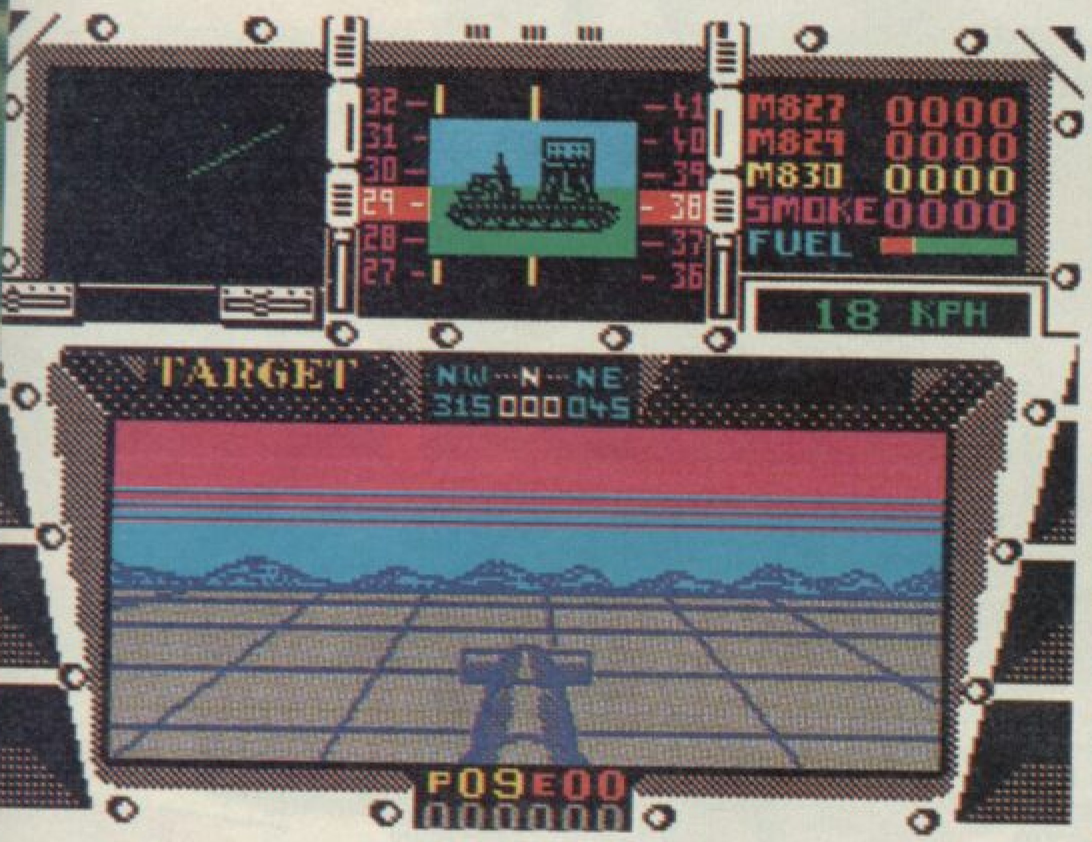
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Heavy Metal
US Gold

Kraang! Yeah! Kajing! Kajink! Woooo! Bayyyyy-beeee! (*It's not that kind of heavy metal, you clot! Ed*) Er, sorry. *Heavy Metal* is in fact the next release from US Gold, and it's a tank simulation! You may remember the name 'cos we ran a compo to celebrate it way back in April! Well, it *has* been a tad delayed, but now it's scheduled for January release. In it you get to work your way up the ranks in today's modern army(!), but without any of the unpleasant bits, like peeling potatoes, marching about a lot and getting shot at! You'll get to operate three vehicles — the US Army's M1 A1 Abrams tank, the XR 311 FAV (Fast Attack Vehicle) and the ADAT (Air Defence Anti Tank) system. Prove your abilities in each and you then get to enter into a huge battle, not only driving the vehicles but using strategic planning to defend your position too! Expect *Heavy Metal* to thunder into your local software retailer sometime in January.

Heavy Metal



Heavy Metal



CHRISTMAS YS COMPO

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50. *T-shirts are, probably, so called because…*
a) You wear them at four o'clock
b) They were originally designed for golfers
c) They are shaped like the letter 'T'

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- The latest games will be given our usual detailed review treatment.
- Forthcoming releases will be Future Shocked, with two singled out for Megapreviews!
- All this and the usual regulars! It's ruddy marvellous!



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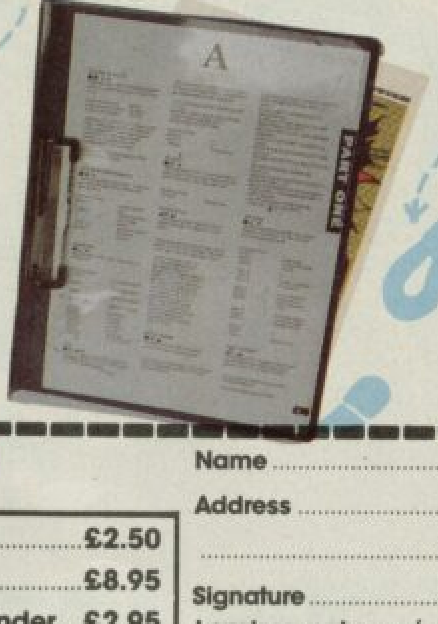


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